

GAMES

MOST IN

USE,

IN

England, France and Spain,

VIZ.

Basset,

Picquet,

Primerò,

L'Ombre,

Chess,

Billiards,

Grand-Tricktrack

Verquere,

&c.

Some of which were never before Printed in any *Language*.

All Regulated by the most Experienc'd Matters.

With a TABLE to the Whole.

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GAMES

MOST IN

USE

ALL

England, France and Spain

and

Italy

Portugal

Prussia

Sweden

Denmark

Norway

Poland

Russia

&c.

of which we have a complete

set in my library

All Righted by the most Excellent

Majesty

With a TABLE to the Whole

LONDON: Printed and sold by J. Sturges, at the

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The Epistle to the Reader.

to have been the Author's intention to
the present Edition.

~~It is now the Author's duty to give the~~

~~Reader to know, that what is to be added~~

~~to the present Edition, is not the Author's~~

~~own, but the Reader's, and that the~~

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THE

EPISTLE

TO THE

READER.

READER,

I Was once resolv'd to have let this ensu-
ing Treatise have stept naked into the
World, without so much as the least rag of
an Epistle, to defend it a little from the
cold Welcome it may meet with in its Tra-
vels; but knowing that not only Custom ex-
pects, but Necessity requires it; give me

1711

A 2

leave

The Epistle to the Reader.

leave to show you the Motives inducing to this present Publication.

~~It is not (I'll assure you) any private Interest of my own, that caus'd me to adventure on this Subject, but the Delight and Benefit of every individual Person; Delight to such who will pass away their spare Minutes in harmless Recreation, if not abus'd, and Profit to all, who by inspecting all manner of Games, may observe the Cheats and Abuses, and so be arm'd against the Injuries may accrue thereby.~~

Certainly there is no Man so severe to deny the Lawfulness of Recreation: There was never any Stoick found so Cruel, either to himself or Nature, but at some time or other he would unbend his Mind, and give it Liberty to stray into some more pleasant Walks, than the miry heavy Ways of his own sower wilful Resolutions. You may observe the Heathen Sages of the first World, founded with their Laws, their Feasts, with their Labours, their Olympicks; with their Warfare, their Triumphs. Nay, at this Day, the severest Dionysian Pedagogue will give his Scholars their Play Days, and Breakings up with a Horum misere laborum,

The Epistle to the Reader.

rum, fessum quies plurimum juvat. And the most covetous Masters will tie their Servants but to certain Hours; every Toil exacting as ex officio, or out of Duty, some time for Recreation. I myself have observ'd, in the course of many Men, of exceeding strict Lives and Conversation, to whom although Severity of Profession, Infirmary of Body, Extremity of Age, or such like, have taken away all actual Recreation; yet have their Minds begot unto themselves some Habit or Customs of Delight, which have in as large a Measure given Contentment, whether they were their own or borrowed, as if they had been the sole Actors of the same. Furthermore, Recreation is not only lawful but necessary:

Interpone tuis interdum gaudia curis,

Ut possit animo quemvis suffere laborem:

So intermix your Care with Joy, you may
Lighten your Labour by a little Play.

Now what Recreation this should be, I cannot prescribe, nor is it requisite to confine any to one sort of Pleasure, since herein Nature takes to her self an especial Prerogative; for what to one is most pleasant,

The Epistle to the Reader.

pleasant, to another is most offensive; some seeking to satisfy the Mind, some the Body, and others both in a joynt Motion. To this end I have laid before you, what variety of Pastimes I could collect for the present, leaving the rest (as you like these) to be supply'd hereafter. Mistake me not, it is not any Intention to make Gamesters by this Collection, but to inform all in Part, how to avoid being cheated by them.

To conclude, Let me advise you, if you play (when your Business will permit) let not a covetous Desire of winning another's Money engage you to the Losing your own; which will not only disturb your Mind, but by the Disreputation of being a Gamester, if you lose not your Estate, you will certainly lose your Credit and good Name, than which there is nothing more valuable.

Thus hoping you will be thus advis'd, and will withal excuse my Errors, I shall ever study how to subscribe my self a Well-willer to all Men.

The

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GAMES

G A M E S

ON THE

C A R D S.

C H A P. I.

English Ruff and Honours, and Whist.

Ruff and Honours (*alias Slamm*) and Whist are Games commonly known in *England* in all parts thereof, that every Child almost of Eight Years old hath a competent Knowledge in those Recreations, and therefore I am unwilling to speak any thing more of them than this, that there may be a great deal of Art used in *Dealing* and *Playing* at these Games, which differ very little one from the other.

In Playing your Cards you must have recourse altogether to your own Judgment or Discretion, still making the best of a bad Market; and though you have but mean
 B Cards

2 *English Ruff and Honours, and Whist.*

Cards in your own hand, yet you may play them so suitable to those in your *Partner's* hand, that he may either *Trump* them, or play the best of that Suit on the Board.

You ought to have a special eye to what Cards are play'd out, that you may know by that means either what to play if you *lead*, or how to *Trump* securely and advantageously. *Reneging* or *Renouncing*, that is, not following Suit when you have it in your hand, is very foul play, and he that does it, ought to forfeit *one*, or the *Game* if upon a *Game*, and he that loses Dealing loses one, or a *Trick*, as you make it.

At *Ruff and Honours*, by some called *Slamm*, you have in the Pack all the *Deuces*, and the reason is, because four playing, having dealt *twelve* a piece, there are *four* left for the Stock, the uppermost whereof is turn'd up, and that is *Trumps*; he that hath the *Ace* of that *Ruffs*, that is, he takes in those four Cards, and lays out four in their lieu; the four *Honours* are the *Ace*, *King*, *Queen*, and *Knave*; he that hath *three Honours* in his own hand, his *Partner* not having the *fourth*, sets up *Eight* by Cards, that is two tricks; if he hath all *four*, then *Sixteen* that is four tricks; it is all one if the two *Partners* make them three or four between them, as if one had them. If the *Honours* are equally divided amongst the *Gamesters* of each side, then they
lay.

English Ruff and Honours, and Whist: 3

I say *Honours* are split. If either side are at eight Groats he hath the benefit of calling *Can-ye*, if he hath two *Honours* in his hand, and if the other answers *one*, the Game is up, which is *Ten* in all; but if he hath more than two he shows them, and then it is one and the same thing; but if he forgets to call, after playing a trick, he loses the advantage of *Can-ye* for that *Deal*.

All Cards are of value as they are superiour one to another, as a *Ten* wins a *Nine* if not Trumps, so a *Queen*, a *Knave* in like manner; but the least *Trump* will win the highest Card of any other Suit; where *Note*, the *Ace* is the highest.

Whist is a Game not much differing from this, only they put out the *Deuces* and take in no Stock; and is called *Whist* from the Silence that is to be observed in the Play; they *Deal* as before, playing *four*, *two* of a side, (some play at *two* handed, or *three* handed *Whist*; if three handed, always *two* strive to suppress and keep down the rising Man,) I say they *Deal* to each *twelve* a piece, and the *Trump* is the bottom Card. The manner of crafty playing, the Number of the Game *Ten*, *Honours* and *Dignity* of other Cards are all alike, and he that wins most *Tricks* is most forward to win the *Set*.

He that can by *Craft* over-look his Adversayr's Game hath a great Advantage, for by

4 *Englisb Ruff and Honours, and Whist:*

that means he may partly know what to play securely ; or if he can have some petty glimpse of his Partner's hand. There is a way by *Winking*, or the *Fingers*, to discover to their *Partners* what *Honours* they have, as by the *Wink* of one *Eye*, or putting one *Finger* on the *Nose* or *Table*, it signifies one *Honour*, shutting both the *Eyes*, two ; placing three *Fingers* or four on the *Table*, *three* or *four Honours*. They have several ways of securing an *Honour* or more, in the bottom when they *Deal*, either to their *Partners* or selves ; if to their *Partners* they place in the second list next to the top, 1, 2, 3, or four *Aces*, or Court Cards all of a Suit, according as they get them together in the former *Deal*, and place a Card of the same Suit in the bottom, when the Cards are cut, they must use their hand so dexterously as not to put the top in the bottom, but nimbly place it where it was before.

If they would secure *Honours* to themselves when *Dealing*, they then place so many as they can get upon their lap or other place undiscerned, and after the Cards are cut, then clap them very neatly under. But the cleanest *Roeking* way is by the *Breef*, that is, take a pack of Cards and open them, then take out all the *Honours*, that is, as aforesaid, the four *Aces*, the four *Kings*, &c. then take the rest and cut a little from the edges
of

English Ruff and Honours, and Whist. 5

of them all alike, by which means the *Honours* will be broader than the rest, so that when your Adversary cuts to you, you are certain of an *Honour*, when you cut to your Adversary cut at the ends, and then it is a chance if you cut him an *Honour*, because the Cards at the ends are all of a length, thus you may make *Breefs* end-ways as well as side-ways.

There are a sort of cunning Fellows about this City, who before they go to play will plant half a *dozen* of these Packs (nay sometimes half a *score*) in the hands of a Drawer, who to avoid being suspected will call to their confederate Drawer for a fresh pack of Cards, who brings them as from a Shop new, and some of these Packs shall be so finely markt, whereby the *Gamester* shall plainly and certainly know every Card therein contain'd, by the outside, although the best of Eyes shall not discern whether any mark was made at all; and this is done with that variety, that every Card of every Suit, shall have a different distinguishing mark.

Some have a way to Slick with a Slick-stone all the *Honours* very smooth, by which means he will be sure to cut his Partner an *Honour*; and so his Partner to him again, and that is done by laying a fore-finger on the top indifferent hard, and giving a fluring jerk to the rest, which will slip off from the slickt Card.

6 *Engliſh Ruff and Honours, and Whiſt.*

It is impoſſible to ſhew you all the Cheats of this Game, ſince your cunning Gameſter is always ſtudyng new Inventions to deceive the Ignorant.

C H A P. II.

FRENCH-RUFF.

AT *French-Ruff* you muſt liſt for *Deal*, moſt or leaſt, carries it according to the agreement of the *Gameſters*.

You may play either two, four or fix of a ſide, *Dealing* to each five a piece, either two firſt at a time, or three, according to pleaſure, and he that *Deals* turns up *Trump*; the *King* is the higheſt Card at *Trumps*, and ſo it is higheſt in all other Cards that are not *Trumps*, the *Queen* is next, the *Knave* next, and next to that the *Ace*, and all other Cards follow in Preheminence according to the number of the Pips, but all ſmall *Trumps* win the higheſt of any other Sujt.

Having turn'd up *Trumps*, he that hath the *Ace* muſt take the *Trump* turn'd up, and all other *Trumps* which immediately follow that, if ſo agreed upon amongſt the *Gameſters*, laying out ſo many Cards as he took up in lieu thereof.

After

After this they play: to win *two Tricks* signifies nothing, to win *three* or *four* wins but *one*, but to win *five*, is the winning of *five*.

If you play *Forsat* (that, is the Rigour of the Play) he that *Deals* wrong loseth *one* and his *Deal*. You are bound to follow *Suit*, and if you *Renounce* or *Reneg*, you lose the whole *Game*, if you so make it, otherwise but *one* or *two*, according to agreement.

He that plays a *Card* that is *Trumped* by the *Follower*, if the next *Player* hath none of the former *Suit*, he must *Trump* it again, although he hath never a *Trump* in his hand that can win the former *Trump*, and so it must pass to the last *Player*.

All the *Players* round are bound to win the highest *Trump* play'd if they can. Here *note*, that he who playeth before his turn loses *one*, unless it be the last *Card* of all.

CHAP. III.

The Game at GLEEK.

D*Euces* and *Treys* must be cast out as useless in this *Game*, then lifting for *Deal* the least *Card* deals: The number of *Persons* playing must be three, neither more nor less, and most frequently they play at

Fartbing, Halfpenny, or Penny-Gleeck, which in play will amount considerably.

The Dealer delivers the Cards by four, till every one hath *twelve*, and the rest are laid on the Table for the *Stock*, being in number eight, seven whereof are bought, and the last is turned up; the turn'd up Card is the Dealer's; and if it be *Tiddy* turn'd up is four a-piece from each to the Dealer.

The *Ace* is called *Tib*, the *Knave* *Tom*, the the four of *Trumps* *Tiddy*, *Tib* the *Ace* is fifteen in hand, and *eighteen* in Play, because it wins a *Trick*, *Tom* the *Knave* is *nine*, and *Tiddy* is *four*, the *fifth* *Towser*, the *sixth* *Tumbler*, which if in hand *Towser* is *five*, and *Tumbler* *six*, and so double if turn'd up, and the *King* or *Queen* of *Trumps* is *three*,

The eldest hand bids for the *Stock*, in hopes of bettering his *Game*, though sometimes it makes it worse: the first penny you bid is *twelve*, *thirteen*, and so on; if at *sixteen* they say take it, and none will venture more for it, he is bound to take it, that is, taking in seven Cards, and putting out seven in their stead, and must pay besides *eight* to one, and *eight* to the other of the *Gamesters* for buying; if any odd money be given, as 15, 17, or the like, the eldest hand usually claims it, or else it is given to the box; but if he have *Mournival*, *Gleeck*, or *Tiddy* in his hand, after he hath taken in the *Stock*; he
bates

bates for them all, and so possibly may gain by it, if he hath a good Hand, and pay for his buying 100.

Here you must Note, That if *Tib* be turned up, it is *fifteen* to the Dealer in reckoning after play; but he must not make use of it in play before the *Trump-Card*, for then it would make him *eighteen*, because it would win a *Trick* which is *three* more.

Next you speak for the *Ruff*, and he that hath most of a *Suit* in his Hand *wins* it; unless some of the *Gamesters* have four *Aces*, and then he gains the *Ruff*, though you have never so many of a *Suit* in your Hand. If any wins a *Ruff*, and forgets to show it before a *Card* plaid, he loses it, and he that shews any for a *Ruff* after shall have it.

The *first* or *eldest* says, *I'll vie the Ruff*; the next says, *I'll see it*; and the *third*, *I'll see it and revie it*: *I'll see your revie*, says the *first*; because he hath as many in his Hand as another: The middle probably says, *I'll not meddle with it*; then they shew their *Cards*, and he that hath most of a *Suit* wins *Sixpence*, or *Farthings*, according to the *Game*, of him that holds out longest, and *four* of the other that said he would see it, but after refused to meddle with it; but if any of the three *Gamesters* says he hath nothing to say as to the *Ruff*, he pays but a *Farthing*, *Halfpenny*, *Penny*, according as the *Game* is aforesaid; and

and if the *eldest* and *second* Hand pass the *Ruff*, the *youngest* hath Power to double it, and then it is to be plaid for the next *Deal*; and if any forgets to call for the double *Ruff*, it is to be play'd for the next *Deal* after that.

Sometimes one of the *Gamesters*, having all of a *Suit* in his Hand, bids high for the *Ruff*, and the other having four *Aces* is resolved to bid higher, so that it sometimes amounts to *sixteen* or more; then *I'll see it and revie*, saith one; *I'll see it and revie*, saith another; that is *eight* to the *Winner*, and all above is but *two* a time, as it may be they will say, *I'll see it and revie it again*, and *I'll see that and revie it again*, saith another, for which *seeing* and *revying* they reckon but *two*, after that it is once come to *eight*; but he that has the four *Aces* carries it clearly, &c. as aforesaid.

Buying or *bidding* for the *Ruff* is, when you are in likelihood to go in for *Mournival*, *Gleeke*, or increase of *Trumps*, that so if you have bad *Cards*, you may save your *Buyings* and your *Cards* too, whereas otherwise you may lose all.

If you call for either *Mournival* or *Gleeke*, and have lay'd them out in the *Stock*, if you be taken in it, you forfeit double what you receive.

Sometimes out of Policy or a Vapour they will *vie* when they have not above *thirty* in their

their Hands, and the rest may have *forty* or *fifty*, and being afraid to see it, the *first* many times *wins* out of a meer *Bravado*, and this is good *Play*, though he acquaint you with it afterwards.

A *Mournival* of *Aces* is eight, of *Kings* six, of *Queens* four, and a *Mournival* of *Knaves* two apiece.

A *Gleeke* of *Aces* is four, of *Kings* three, of *Queens* two, and of *Knaves* one apiece from the other two *Gamesters*.

A *Mournival* is either all the *Aces*, the four *Kings*, *Queens* or *Knaves*; and a *Gleeke* is three of any of the *aforesaid*.

Here Note, That *twenty two* are your *Cards*; if you *win* nothing but the *Cards* that were *dealt* to you, you lose ten; if you have neither *Tib*, *Tom*, *Tiddy*, *King*, *Queen*, *Mournival* nor *Gleeke*, you lose because you count as many *Cards* as you had in *Tricks*, which must be few, by reason of the *Badness* of your *Hand*; if you have *Tib*, *Tom*, *King* and *Queen* of *Trumps* in your *Hand*, you have *thirty* by *Honours*, that is *eight* above your own *Cards*, besides the *Cards* you *win* by them in *play*. If you have *Tom* only which is *nine*, and the *King* of *Trumps*, which is *three*, then you reckon from *twelve*, *thirteen*, *fourteen*, *fifteen*, till you come to *two* and *twenty*, and then every *Card* *wins* so many *Halfpence*, *Pence*, &c. as you *play'd* for; if you are under *two* and *twenty* you lose as many. Here

Here Note, That before the *Cards* are dealt, it is requisite to demand, whether the the *Gamesters* will play at *Tiddy*, or leave it out, it being a *Card* that is apt to be forgotten; and know that it is look'd upon as very foul Play to call for a *Gleek* of *Kings*, *Aces*, *Queens* or *Knaves*, when the Person hath but *two* in his Hand. If you discard wrong, *i. e.* lay out but *five* or *six* *Cards*, if you call for any *Gleek* or *Mournival*, you lose them all, if it be found out that you so discard. Let this suffice for this noble and delightful Game or Recreation.

CHAP. IV.

L'OMBRE, a Spanish Game.

There are several sorts of this Game called *L'Ombre*, but that which is the chief is called *Renegado*, at which *three* only can play, to whom are dealt *nine* *Cards* apiece; so that discarding the *eights*, *nines* and *tens*, there will remain *thirteen* *Cards* in the *Stock*; there is no *Trump* but what the *Player* pleases; the *first* Hand has always the *Liberty* to play or pass, after him the *second*, &c.

There are two sorts of *Counters* for *Stakes*, the greater and the lesser, which last have the same

L'Ombre, a Spanish Game. 13

same Proportion to the other as a Penny to a Shilling: Of the great Counters each Man Stakes one for the Game, and one of the lesser for passing, and for the Hand when eldest, and for every Card taken in, one Counter.

There are two Suits, Black and Red; of the Black there is first the Spadillo, or Ace of Spades; the Mallillio or black Deuce; the Basto or Ace of Clubs; the King, the Queen, the Knave, the seven, the six, the five, four and three. Of the Red Suit there is the Spadillo, Punto, Mallillio, &c.

The Spadillo or Ace of Spades, is always the first Card and always Trump; and the Basto or Ace of Clubs is always third; of the Black there are eleven Trumps, of the Red twelve. The Red Ace enters into the fourth Place when it is Trump, and it is called Punto then, otherwise only called an Ace.

The least small Cards of the Red are always best, and the most of the Black; except the Deuce and Red Seven, which are called the Mallillios, and always second when Trump. The Matadors (or killing Cards) which are the Spadillo, Mallillio, Basto, are the chief Cards, and when they are all in a Hand, the others pay for them three of the greater Counters apiece; and with these three for Foundation you may count as many Matadors as you have Cards in an uninterrupted series of Trumps; for all which the others are to pay you one Counter apiece. He

He who hath the *first* Hand hath his Choice (as aforesaid) of playing the *Game*, of naming the *Trump*, and of taking in as many or as few *Cards* as he list, and after him the *second*, &c. having demanded whether any one will play without *taking in*, you oblige your self to *take in* though your *Game* be never so good, wherefore you do well to consider it before.

If you name not the *Trump* before you look on the *Cards* which you have *taken in*, any other may prevent you, and name what *Trump* they please; if you know not of two *Suits* which to name *Trump* first, the black *Suit* is to be preferred before the *Red*, because there are fewer *Trumps* of it. Secondly, You were best to chuse that *Suit* of which you have got the *King*, because besides your three *Trumps* you have a *King*, which is as good as a *fourth*. When you have the Choice of going in three *Matadors*, or the two black *Aces* with three or four other *Trumps*, if the *Stakes* be great you are to chuse this last, as most like to win most *Tricks*; if it be but a simple *Stake*, you are to chuse the *first*, because the six *Counters* you are to receive for the three *Matadors*, more than countervail the *four* or *five* you lose for the *Game*.

He that hath the *first* Hand is never to *take in* or *play*, unless he have three sure *Tricks* in his Hand at least; to understand which the better,

L'Ombre, a Spanish Game. 15

better, know the end of the Game is to win most *Tricks*, whence he that can win *five Tricks* of the *nine* hath a sure Game; or if he win *four* and can so divide the *Tricks* as one may win *two*, the other *three*, if not it's either *Codillio* or *Repuesto*; so the Player loses, and makes good the *Stakes*.

It is called *Codillio* when the Player is *beast-ed*, and another wins more *Tricks* than he; when this takes up the *Stakes* and the other makes it good.

Here Note, Although the other *two* always combine to make him lose, yet they all do their best (for the common Good) to hinder any one from *winning*, only striving to make it *Repuesto*; which is when the Player wins no more *Tricks* than another, in which case the Player doubles the *Stake* without any ones *winning* it, and remains so for the Advantage of the next Player.

Here Note, That *Kings* of any *Suit* are accounted as good *Trumps*, mean while all other *Cards* but *Kings* and *Trumps* to be discarded.

The Player having taken in, the next is to consider the goodness of the Game, and to take in more or less for the best Advantage of his Game; neither is any for the saving a *Counter* or *two* to neglect the taking in, that the other may commodiously make up his Game with what *Cards* he hath left, and that
no

no good *Cards* may lie dormant in the *Stock*, except the *Player* plays without *taking in*, when they may refuse to *take in*, if they imagine he hath all the *Game*.

When one hath a sure *Game* in his *Hand*, he is to *play* without *taking in*, then the others are to give him each one of the great *Counters*; as he is to give them, if he *play*, without *taking in*, a *Game* that is not sure and loses it; if you *win* all the *Tricks* in your *Hand* or the *Voll*, they likewise are to give you one *Counter* apiece; but then you are to declare before the fifth *Trick* that you intend to *play* for the *Voll*, that so they keep their best *Cards*, which else, seeing you *win* five *Tricks* (or the *Game*) they may carelessly cast away.

If you *renounce*, you are to double the *Stake*; as also if you have more or fewer *Cards* than *nine*, to which end you must carefully count your *Cards* in *dealing* and *taking in* before you look on them; besides, according to the Rigour of the *Game*, if you speak any thing tending to the *Discovery* either in your own *Hand* or another's (excepting *Gagno*) or *play so*, to hinder the making of *Repuesto* or *Codillio*, you are not fit to *play*.

Observe, That in *playing Trumps*, if any *plays* an ordinary one, and you have only the three best *Cards* or *Matadors* singly or jointly in your *Hands*, you may refuse to *play* them

them without *renouncing*, because of the Privilege which these *Cards* have, that none but *commanding Cards* can force them out of your Hand.

You are to say nothing when you *play* your *Card*, but I *pass* or *play*, or *Gagno*, or *Gagno del Re* when you *play* your *Queen*, to hinder them from *taking* it with the *King*.

Now since it is impossible to provide against all *Accidents* in the *Game*, only take notice of these *general Rules*:

First, Never *win* more than one *Trick*, if you cannot *win* more than *two*, because of the Advantage you give the *Player* by it, in dividing the *Tricks*.

Secondly, You are to *win* the *Trick* always from the *Player* if you can, unless you let it *pass* for meer Advantage, where the *second* is to let it *pass* to the *third*, if he have the likelier *Game* to *beast* the *Player*, or if he be likelier to *win* it. There may be diverse Advantages in refusing to *take* the *Player's Trick*; but the chief is, if you have the *Tenaces* in your Hand, that is *two Cards*, and if you have the *Leading*, you are sure to *lose* one of them, if the *Player* *lead* to you, you are sure to *win* them both: For Example, If you have *Spadillo* and *Basto* in your Hand, and he have the *Mallillio* and another *Trump*, if you *lead* you *lose* one of them; for either you *play* your *Spadillo*, and he *plays* the lesser *Trump* upon it,

18 *L'Ombre, a Spanish Game.*

it, and wins your *Basto* the next *Trick*, with his *Mallillio*, and so the contrary; whereas if he leads he loses; for if he leads his *Mallillio*, you win it with your *Spadillo*, and with your *Basto* win the other *Trump*, &c.

If you are not sure to win five *Tricks*, having only three *Matadors*, and *Kings* your auxiliary Cards, if you have the *Leading*, play first a *Matador* or two, before you play your *Kings*, to fetch out his *Trumps*, which might have trumped them; and if you have three *Matadors* with two other *Trumps*, your best way is to play your *Matadors* first, to see where the *Trumps* lie; if both follow, you are sure, if the *Trump* be red, there remains only one *Trump* in their Hands, if black none at all.

Lastly, If the *Players* have but a weak *Game*, they are to imitate cunning *Beast-players* in dividing the *Tricks*, and consulting to play their Cards. To conclude, Lay your *Tricks* anglewise, that you may with more ease compute them.

CHAP.

CHAP V.

LANTERLOO.

Lanterloo is a Game may be play'd several Ways, but I shall insist on none but *two*; the *first* Way is thus,

List for *Dealing*, and the best *Putt Card* carries it; as many may play as the *Cards* will permit; to whom must be *dealt five* apiece, and then turn up *Trump*. Now if *three, four, five* or *six* play, they may lay out the *three, fours, fives, sixes* and *sevens*, to the intent they may not be quickly *loo'd*; but if they would have the *Loos* come fast about, then play with the whole *Pack*.

Having *dealt*, set up *five Scores* or *Chalks*; and then proceed forwards in your *Game*.

He that is *eldest Hand*, hath the *Privilege* of *passing by the Benefit thereof*; that is, he hath the *Advantage* of hearing what every one will say, and at last may play or not play, according as he finds his *Game, good or bad*. If the *Eldest* says he *passeth*, the rest may chuse whether they will play or no.

You may play upon every *Card* what you please, from a *Penny* to a *Pound*. *Trumps* as at *Whist*, are the *best Cards*, all others in like

manner take their Precedency, from the highest to the lowest.

You must not *revoke*, if you do, you pay all on the Table. If you *play* and are *loo'd* (that is win never a *Trick*) you must lay down to the *Stock* so much for your *five Cards* as you play'd upon every one of them.

Every *Deal* rub off a *Score*, and for every *Trick* you win set up a *Score* by you, till the first *Scores* are out, to remember you how many *Tricks* you have won in the several *Deals* in the *Game*.

All the *Chalks* for the *Game* being rub'd out, tell your own *Scores*, and for so many *Scores* or *Tricks* which you have won, so much as they were valued at in the *Game*, so much you must take from the *Stock*; thus must every one do, according to the number of *Tricks* he hath won.

Here Note, That he who hath *five Cards* of a *Suit* in his Hand, loos all the *Gamesters* then playing, be they never so many, and sweeps the *Board*; if there be *two Loos*, he that is the *eldest* Hand hath the Advantage; but if there be a *Loo* of *Trumps*, that takes the Advantage from all, except any one hath *Pumm*, that is the *Knave of Clubbs*, who saves his *Loo*, and is paid for one *Trick* out of his *Stock*.

As there is *Cheating* (as they say) in all *Trades*, so more particularly intolerable in
Gaming:

Gaming: As in this for Example, If one of the *Gamesters* have *four* of a *Suit*, and he want a *fifth*, he may for that *fifth* make an Exchange out of his own *Pocket*, if he be skill'd in the cleanly Art of Conveyance; if that fail, some make use of a Friend, who never fails to do him that kind Office and Favour. There are other *Cheats* to be performed, which I shall omit, since it is not my Business to teach you how to cheat, but so to play as not to be cheated.

Lanterloo another Way play'd.

LIFT for *Dealing* as aforesaid, and the best *Putt Card Deals*, *five* to every one apiece. The *Dealer* for his *five* Cards must lay down so many *Sixpences*, *Shillings*, and so forth, as they conclude upon and agree for every *Card*, or so many *Counters* being valued at either *Sixpence* or *Twelvepence*, more or less. After this all must play; if any be *loo'd*, he must lay down so much for his *Loo* as his *five* Cards amount to. If any *Dealer* be *loo'd*, he must lay down as much for his *Dealing*, and as much more for his *Loo*.

If after this the *eldest* Hand *pass*; the rest may refuse to play, or play if they think they can win a *Card*.

Here Note, If there be never a *Loo*, the Money may be divided by the *Gamesters*, according

according to the number of their *Tricks*; if there be a *Loo*, the *Winners* must take up the Money, and he that is *loo'd*, must lay down as much Money on the Board as every one had laid down before, be it never so great a *Sum*, besides the like quantity for *Dealing*, if he that was *loo'd* dealt.

CHAP. VI.

BANK AFALET, a Game on the Cards so called.

THE Cards must be cut into as many *Heaps* as there are *Players*, or more if you please, and every Man lays as much Money on his own *Card* as he thinks fit, or on the supernumerary *Heaps*. So many as the *Dealers Card* is inferior to, so many he *pays*; so many as his *Card* is superior to, so many he *wins* from.

The best *Card* is the *Ace* of *Diamonds*, the next to that the *Ace* of *Hearts*, thirdly, the *Ace* of *Clubs*, and lastly, the *Ace* of *Spades*, and so the rest of these *Suits* in Order, according to their Degrees. The *Cheat* lies in securing an *Ace*, or any other sure winning *Card*, and if you mark the *Cards* aforehand, so as to know them by the Backside, you know how to make your Advantage.

CHAP.

CHAP. VII.

BEAST.

IT is called by the *French* *La Bêt*, and is play'd by them after this manner. The best *Cards* are *King*, *Queen*, and so forward. They make three *Heaps*, the *King*, the *Play*, and the *Trioler*.

To every one are dealt five *Cards* (they may play three, four, five, or more) as at *French Ruff*, with the same Rigour; before the *Cards* are dealt, every one *Stakes* to the three *Heaps*. He that wins most *Tricks* takes up the *Heap*, that is called the *Play*: He that hath the *King* takes up the *Heap* so called: And he that hath three of any sort, that is, three *fours*, three *fives*, and so forth, takes up the *Trioler*.

CHAP. VIII.

BASSET, a French Game.

THIS Game, amongst all those on the *Cards*, is accounted to be the most *Courty*, being properly, by the Understanders

ders of it, thought only fit for *Kings* and *Queens*, great *Princes*, *Noblemen*, &c. to play at, by reason of such great *Losses*, or *Advantages*, as may possibly be on one side or other, during the *Time of Play*.

It is in its *Nature* not much unlike our late *Royal-Oak-Lottery*: And as that, by the *Lottery-Man's* having five *Figures* in *two*, and *thirty* for himself, must certainly be a considerable *Profit* to him in *Length of Time*; so here the *Dealer* that keeps the *Bank*, having the first and last *Card* at his own disposal, and other considerable *Privileges* in the *Dealing* the *Cards*, has (without doubt) a greater *Prospect* of *Gaining*, than those that *play*: This was a *Truth* so acknowledg'd in *France*, That the *King* made a *Publick Edict*, that the *Privilege* of a *Talliere*, or one that keeps the *Bank* at *Basset*, should only be allow'd to *Principal Cadets*, or *Sons* of great *Families*, supposing that whoever was so befriended, as to be admitted to keep the *Bank*, must naturally in a very short *Time*, become *Possessor* of a considerable *Estate*.

But all others, for fear of ruining private *Persons* and *Families*, are confin'd *Politickly* to a *Twelvepenny Bank*; tho' here they have the *Liberty* of *Staking* what they please.

The Terms of the Game are these.

<i>Talliere,</i>	}	{	The Pay,
<i>Croupiere,</i>			The <i>Alpien</i> ,
<i>Punter,</i>	>	<	<i>Sept-et-le-va,</i>
The <i>Fasse,</i>			<i>Quinze-et-le-va,</i>
The <i>Couch,</i>	}	{	<i>Trent-et-le-va,</i>
The <i>Paroli,</i>			<i>Soissant-et-le-va, &c.</i>
The <i>Masse,</i>	}	{	

The Explanation of the Terms.

1. **T**HE *Talliere* is he that keeps the Bank, who lays down a Sum of Money before all those that play, to answer every *Winning Card* that shall appear in his course of *Dealing*.

2. The *Croupiere* is one that is assistant to the *Talliere*, and stands by to supervise the losing *Cards*; that when there are a considerable Company at Play, he may not lose by over-looking any thing that might turn to his Profit.

3. The *Punter* is a Term for every one of the *Gamesters* that play.

4. The *Fasse* is the *first Card* that is turn'd up by the *Talliere*, belonging to the whole *Pack*, by which he gains half the Value of the Money that is laid down upon every *Card* of that sort by the *Punters*.

5. The *Couch* is a Term for the *first Money* that every *Punter* puts upon each *Card*, every one that plays having a Book of *thirteen several*

veral *Cards* before him, upon which he may lay his Money, more or less, according to his Fancy.

6. The *Paroli* is a Term explain'd thus, That having won the *Couch* or *first Stake*, and having a mind to go on to get a *Sept-et-le-va*, you crook the Corner of your *Card*, letting your Money lie without being paid the Value of it by the *Talliere*.

7. The *Masse* is when you have won the *Couch*, or *first Stake*, and will venture more Money upon the same *Card*, which is only pursuant to the Discretion of the *Punter*, who knows or ought to know the great Advantages the *Talliere* has; and therefore should be subtle enough to make the best of his own Game.

8. The *Pay* is when the *Punter* has won the *Couch* or *first Stake*, whether a *Shilling*, *Half-Crown*, *Crown*, *Guinea*, or whatever he lays down upon his *Card*, and being fearful to make the *Paroli*, leaves off; for by going the *Pay*, if the *Card* turns up wrong he loses nothing, having won the *Couch* before, but if by this Adventure Fortune favours him, he wins double the Money that he stakes.

9. The *Alpiew* is much the same thing as the *Paroli*, and like that Term us'd when a *Couch* is won, by turning up or crooking the corner of the winning *Card*.

10. *Sept-et-le-va* is the first great Chance that shews the Advantages of this Game: As for Example, If the Punter has won the Couch, and then makes a *Paroli*, by crooking the corner of his Card, as is said before, and going on to a second Chance, his winning Card turns up again, it comes to *Sept-et-le-va*, which is seven Times as much as he laid down upon his Card.

11. *Quinze-et-le-va* as next in its turn, is attending the Punter's Humour, who perhaps is resolv'd to follow his Fancy, and still lay his Money upon the same Card, which is done by crooking the third corner of his Card, which coming up by the Dealing of the *Talliere*, makes him win fifteen Times as much Money as he stak'd.

12. *Trent-et-le-va* succeeds *Quinze-et-le-va*, and is mark'd by the lucky Punter, by crooking or bending the end of the fourth corner of his winning Card, which coming up, makes him Purchaser of three and thirty Times as much Money as he laid down.

13. *Soissant-et-le-va* is the highest and greatest Chance that can happen in the Game, for it pays sixty seven Times as much Money as is stak'd, and is seldom won but by some lucky Punter, who resolves to push the extremum of his good Fortune to the Height: It cannot be won but by the *Talliere's* Dealing the Cards over again, which if his winning Card

Card turns up, pays him with such a prodigious Advantage.

And as I sometimes have seen at the *Royal-Oak* Lottery (before mention'd) a Figure come up, that by some *Guineas* laid on it in full, by the winning eight and twenty Times as much has broke the Keeper of it; so by the Courage and extraordinary Luck of some pushing *Punter* at this Game, some great Stake with *Soissant-et-le-va* may turn up, and by that means break the Bank.

But this very rarely happens; the *Talliere*, like the Lottery-Man, being a great deal more likely to break the *Gamesters* than they him. The Sense of this great Advantage which the *Dealer* has (several Families having been ruin'd by Playing at it) has caus'd this Game to be modell'd to a *Twelvepenny Bank* in France.

The Order of the Game is thus.

THEY sit down round a Table, as many as please, the *Talliere* in the midst of them, with the Bank of Money before him, and the *Punters* each having a Book of thirteen Cards, laying down one or two, three or more as they please, with Money upon them, as Stakes; then he takes the Pack altogether in his Hand, and turns them up, the bottom Card appearing is call'd the *Fasse*, and

and pays him half the Value of Money laid down by the *Punters*, upon any *Card* of that sort as has been said before.

The Manner of the Play is thus.

AFTER the *Fasse* is turn'd up, and the *Talliere* and *Croupiere* have look'd round the *Cards* on the Table, and taken half the Advantage of the Money laid on them, he proceeds in his *Deal*, and the next *Card* appearing, whether *King*, *Queen*, *Ace*, or whatever it be, wins for the *Punter*, who may receive, if he has laid Money on such a sort of *Card* the Value, or making *Paroli* go on to a *Sept-et-le-va*, as has been said, the *Card* after that wins for the *Talliere*, who takes Money from each *Punter's* *Card* of that sort, and brings it to his Bank.

The *Talliere's* Manner of Expression in Playing the Game is thus: If the winning *Card* be a *King*, and the next appearing after it be a *Ten*, then he says (shewing the *Cards* that appear to all the *Punters* round) *King* wins, *Ten* loses, paying the Money to such *Cards* as are of the winning Sort, and taking the Money to supply his Bank from those that lose; that done, he goes on with the *Deal*, as, *Ace* wins, *Five* loses, *Knave* wins, *Seven* loses, and so every other *Card* alternately winning

ping and losing, till all the *Pack* be dealt out but the last Card.

The last Card turn'd up (as I hinted before) is an Advantage to the *Talliere*; because by the Rule of the Game, which was contriv'd for his Benefit, tho' it be turn'd up, and the *Punter* may happen to have stak'd upon one of the same sort; yet it is allow'd as one of his Dues, in relation to his Office, and he pays nothing.

The *Punter* 'tis certain, who is luckily Adventurous and can push on his *Couch* to a considerable Stake, to *Sept-et-le-va*, *Quinze-et-le-va*, *Trent-et-le-va*, &c. If he have the Fortune to arrive at that pitch, must in a wonderful Manner, multiply his *Couch* or first Stake; but that is so seldom done, considering the frequency of the *Punter*'s Losses, in comparison to the Bank's Advantage, that the dimmest Eye may easily see, without a pair of Spectacles, how much and considerable the Design of this Court Game is in the Favour of the *Talliere*.

The Liberty that is used by our *English* pushing Adventurers at this Game, makes it of quite another kind than it is in *France*; for they (as has been said) are compell'd by the Sovereign Authority to stint the Prodigal Humours in *Punting*, and are only to play at a *Twelvepenny* Bank, where the Losses or Gains cannot be ruinous, nor so extravagant

Basset, a French Game.

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as to make a Desolation in a Family: But here in *England*, the *Punter* being oblig'd by no such Confinement, have the Liberty to stake one, two, three Guineas or more upon a Card, as I frequently have seen some of the Nobility do at Court, which, the *Couch* being *Alpien'd*, or *Paroli'd*, to *Sept-et-le-va*, *Quinze-et-le-va*, *Trent-et-le-va*, &c: (which does sometimes happen) must needs redound extremely to the *Punter's* Profit, who by the Advantage of the Multiplication, must undoubtedly raise his *Couch*, or *Stake* (if he be so couragious to make it valuable) to a very extraordinary Sum: And if he be so befriended by Fortune, to bring it to *Soissant-et-le-va*, he is very likely to break the Bank, by gaining a Sum so bulky, that 'tis probable at present the *Talliere* is not able to pay.

But this (like *Snow in Summer*) is a rarity that happens very seldom, tho it sometimes has been, and therefore is indeed only a decoy for the *Punter* to urge him to venture his Stake boldly: The *Talliere's* certain Advantage, for all this specious Demonstration of the *Punter's* Probability of winning, being plainly obvious and unanswerable, as shall further appear.

Suppose *Ten*, or any other Card win for the *Punter*, if another *Ten* comes up just after, in the winning Card's Place, it does not win for him but for the Bank, but if it comes

comes up three or four Cards after that, it wins for the *Punter*: If *Ace* or any other *Card* wins at first, and afterwards comes up again, in the next winning *Card's Place*, it does not go; but by a Term they have for that Part of the *Game*, is said to retire, till the next Opportunity, because by the rule of the *Game*, it must go for the Bank before the *Punter*.

But then in return of this, and subtilly to gain the esteem of all the young Adventurers, who are apt to set their Money briskly, if the *Card* happens to come in the next losing Place, it does not lose, because it has not gone for the *Punter*, but also retires without paying the Bank, having won a *Couch*, which the *Talliere* saves, and should have paid.

To conclude, This *Game*, as the aforelaid *Royal-Oak Lottery* was formerly, is of so tempting and decoying a Nature, by reason of several specious Multiplications and Advantages, which seemingly it offers to the unwary *Punter*, that a great many like it so well, that they will in some Coffee-Houses, and other Publick Places, play at small Games rather than give out, and rather than not play at all, will Punt at a Groat, Threepenny, Twopenny Bank, so much the Hopes of winning the *Quinze-et-le-va*, and *Trent-et-le-va* intoxicates them; but the Judicious, whose
Love

Love of Gaming does not exceed his governable Understanding, will not engage at it; or if he does, will play so warily as not to be drawn by the seeming profitable Glosses; since 'tis most certain, that it cannot be upon the Square, and that the *Talliere*, if he pays you *twenty* Pound in one Night's Play, only gives you opportunity in another to lose an *Hundred*.

CHAP. IX.

*The Ingenious and Pleasant Game
of BRAGG.*

THE Person appointed to have the *eldest* Hand, *deals* with the whole *Pack* about the Table, to those that sit and are desirous to share in the Gain and Diversion. As many play at it as the *Cards* will hold out to supply, he *dealing* three apiece to each of the *Gamesters* at one time, turning up the *last* Card all round, belonging to every one there.

Each *Gamester* is to put down *three* Stakes, one for each *Card*, as much or as little as the Humours of the Company will consent to; whether *three* Guineas, *three* Crowns, *three* Shillings, *three* Sixpences, or what other

D

Stakes

Stakes, according to their Qualities and Pur-
ses, is thought convenient : And this being
done, the Manner of playing the *Game*, is
as follows :

The best *Card* turn'd up in the *Dealing*
round, in its degree, beginning from *Ace*,
King, *Queen*, *Knave*, and so downwards,
through all the *Cards* of the Persons sitting,
wins the *first Stake*, and the Person who has
the Luck to have it *dealt* him, is to demand
it from the Rest, who pay it accordingly ;
unless the *Ace of Diamonds* be turn'd up a-
mongst them, which if shewn by a superior
Authority in the *Game*, is to be prefer'd, and
wins the *Stake*. And note besides, That
tho' the *eldest Hand* that has an *Ace* carries it
from the Rest, by a kind of Descent ; yet
the *Ace of Diamonds*, by the aforesaid Autho-
rity, even in the *youngest Hand*, which is the
last Card that is *dealt*, wins the *Stake* from a-
ny other that is turn'd up before.

The next Principal Matter, and the main
Thing by which the *second Stake* is to be
won, is called the *Bragg*, which by the In-
genuity of its Management, gives the *Game*
its Name. The Nature of it is, That you
are to endeavour to impose upon the Judg-
ment of the Rest that play, and particularly
on the Person that chiefly offers to oppose
you, by boasting of *Cards* in your Hand,
whether *Pair Royals*, *Pairs* or others, that are
better

better than his or hers that plays against you ; the best *Cards* you can have really to bragg of, are a *Pair Royal* of *Aces*, the next of *Kings*, *Queens*, &c. A *Pair Royal* of any sort, winning from any *Pair* of the best sort, as a *Pair* of any sort, wins of any other *Cards* that are not *Pairs*.

But here you are to observe, That the witty ordering of this *Bragg*, is the most pleasant Part of this *Game* ; for those that by fashioning their Looks and Gestures, can give a proper Air to their Actions, as will so deceive an unskilful Antagonist, that sometimes a pair of *Fives*, *Treys*, or *Deuces*, insuch a Hand, with the Advantage of his compos'd Countenance, and subtle Manner of over-awing the other, shall out-bragg a much greater *Pair Royal*, and win the *Stakes* with great Applause and Laughter on his Side, from the whole Company.

The *Knave* of *Clubbs* is here a Principal Favourite, as at *Pach*, and makes a *Pair* with any other *Card* in Hand, or with any other two *Cards* a *Pair Royal*, and is often in this *Game* very necessary to advance the Credit of the *Bragg*, to him that has the Assurance of imposing upon the Company, and by such convenient Confidence, the Advantage of winning the *second Stake*.

The *third Stake* is won by the Person that first makes up the *Cards* in his Hand one and

thirty, each *Ace*, *King*, *Queen*, *Knave*, &c. going for *Ten*, and drawing from the Pack, as is usual in that Game; or in lieu of the *one* and *thirty*, if his Fortune will not oblige him, the nearest to it may win, he having the Privilege to draw, or not to draw as he pleases, according as he finds it convenient, by the *Cards* that are in his Hand; for if he draws out, he loses his *third* Stake.

Some very nice Players at this Game, make the *nine* of *Diamonds* a second Favourite Card, with the *Knave* of *Clubs*, to make a *Pair Royal* of *Aces*, so that those two joyn'd with one *Natural Ace*, shall win from any *Pair Royal* of *Kings*, *Queens*, *Knaves*, or any other *Cards*, but a *Pair Royal* of *Natural Aces*.

The Person that is so lucky to win all the *three* Stakes, is to be rewarded by the whole Company of *Gamesters* round the Table, with *three* Stakes more, if they play the Strictness of the Game, which necessarily makes the *Winnings* and *Losings* amount to a considerable Sum of Money; but very often our Modern *Gamesters* wave this Particular, and out of a decent Regard to their Pockets, content themselves with the Satisfaction of the Pleasure of the *Bragg*, rather than trust to the uncommon good Fortune of winning the *three* Stakes, from the rest of the disappointed Company.

The *Deal* is to go round from Person to Person, and by the different Management of the *Bragg*, you may find very great Diversion, some doing it so awkwardly, with so little Cunning, and so ill an Address, that the Defects or Value of their *Game* will presently be discover'd, whilst others with a more Comical Assurance, and by their subtle Management, will wittily Banter and Impose upon their Adversaries, and seldom fail of their design'd Profit.

It is not fair for any of the *Gamesters*, that sit near him that makes the *Bragg*, to peep into his Hand, or by any mute Sign or Token to give the Opposer any knowledge of the *Cards*, that he has in his Hand ; because it may chance that the Oppositions, natural to this *Game*, may draw on a considerable Sum of Money to be stak'd down, each of the *two* that are concern'd, valuing his own *Cards*, and lessening those of his *Antagonist*, as he thinks he has reason.

A very notable Damage, occasion'd by one Persons peeping into another's Hand, I once my self chanc'd to be Spectator of. Some Gentlemen and Ladies, were casually one Evening playing at this *Game*, when one of the *Gamesters*, who it seem'd was of the sort of those who were very skilful at the *Game* in general ; but particularly so, at the subtle Management of the *Bragg*, and

by his artful Method and cunning Manner of Behaviour, had induc'd his Competitor to believe that he resolv'd to out-bounce him upon very low and insignificant *Cards*; but it was the Gentleman's good Luck at that Juncture, to have in his Hand far otherwise than he imagin'd, having been dealt two *Natural Aces* and the *Knave of Clubs*, which joyn'd with the other *two*, made the greatest *Pair Royal* that could then possibly be dealt; and consequently proper to win also the greatest *Stake* that could be laid, he kept his Countenance demure, and with a Jesture neither overjoy'd nor desponding, made a *Bragg* of half a *Crown*; the other who had in his Hand a *Pair Royal* of *Kings*, and, as afterwards was discover'd, had, through the Imprudence of the *Dealer*, casually seen an *Ace* or *two* given about to other *Gamesters*, thinking himself also as secure as possible, answers with a *Crown*; his *Antagonist* then sets an *Angel*, and the Opposer immediately *twenty* Shillings, they still raising the *Stakes* every time, and *vying* with each other till the same amounted to *seven* Pounds, when as ill Fate for one of them would have it, a too curious Impertinent of the Female kind, who sat next to him that had the *Aces*, having a furious Itch upon her to know whether his repeated *Bragg* was upon a sure Foundation or no, could not forbear covert-

ly peeping into his Hand, and at the View was so surpriz'd, that on a sudden he gave a violent Shriek, and by that indiscreet and rash Noise, gave the *Gamester* with the *Pair Royal of Kings*, warning of his unavoidable Loss, giving him reason to cease the *Bragg*, and hinder the other's winning the further intended *Stakes*, which he declar'd he design'd to raise and go on with, till it came to a *hundred Pounds*. If in drawing for *one and thirty*, to win the *last Stake*, upon shewing the *Cards*, any *two* or more of the *Gamesters* should happen to have the same *Cards*, they are permitted to draw again, till they get either the *one and thirty* a better *Game*, or lose it by drawing out. And this is all I know significant, in the Ingenious and Pleasant *Game of Bragg*.

C H A P. X.

The Game of Picquet.

BEfore you begin the *Game at Picquet*, you must throw out of the *Pack* the *Deuces*, *Trays*, *Fours* and *Fives*, * and play with the rest of the *Cards*, which are in number *thirty and six*.

* These were the Rules of the Game when it was play'd with the *Sixes*, but

The Game of Picquet.

however the Rules hold for the Game as it is play'd at present without the *Sixes*, only when it is play'd without *Sixes* the Elder Hand is to take in *Five* of the *Eight* Cards in the Stock.

The usual Set is an *Hundred*, not but that you may make it more or less; the *last* Card deals, and the *worst* is the *Dealers*.

The *Cards* are all valued according to the number of *Spots* they bear, the *Ace* only excepted, which wins all other *Cards*, and goes for *eleven*.

The *Dealer* *Shuffles*, and the other *Cuts*, delivering what Number he pleases at a time, so that he exceed not *four*, nor deal under *two*, leaving *twelve* on the Table between them.

He that is the *Elder*, having look'd over his *Cards*, and finding never a *Court* Card among them, says I have a *Blank*, and I intend to discard such a number of *Cards*, and that you may see mine, discard you as many as you intend; this done, the *Eldest* shews his *Cards*, and reckons *ten* for the *Blank*, then taking up his *Cards* again, he discards those which he judgeth most fit. Here Note, He is always bound to that number which be first propounded. This being done, he takes in as many from the *Stock* as he laid out; and if it should chance to fall out, that the other has a *Blank* too, the *Younger's* *Blank* shall bar the *Former*, and hinder his *Picy* and *Repicy*, though the *eldest* Hand's *Blank* consists of the *biggest* *Cards*.

It is no small Advantage to the *Eldest* to have the Benefit of discarding, because he may take in *eight* of the *twelve* in the *Stock*, discarding as many of his own for them, not but that if he find it more advantageous, he may take in a less number; after this, the *Antagonist* may take in what he thinks fit, acquitting his Hand of the like number. Here Note, That let the Game be never so good, the *Gamesters* are both obliged to discard *one* Card at least. After the discarding, you must consider the *Ruff*, that is, how much you can make of one *Suit*; the *Eldest* *first*, and if the *Youngest* makes no more, the *Ruff* is good, and sets up *one* for every *Ten* he can produce: As for Example, For *thirty* reckon *three*, for *forty* *four*, and so onward; withal take notice, you are to count as many for *thirty* *five* as for *forty*, and as much for *forty* *five* as for *fifty*, and so of the rest; but from *thirty* *five* to *thirty* *nine*, you must count no more than for *thirty* *five*, and so from *thirty* to *thirty* *four*, count no more than for *thirty*; and this Rule is to be observed in all other higher Numbers.

As for *Sequences* and their Value, after the *Ruff* is play'd, the *Elder* acquaints you with his *Sequences* (if he have them) and they are *Tierces*, *Quarts*, *Quints*, *Sixiesms*, *Septiesms*, *Huictiesms* and *Neufiesms*; as thus, *Six* *Seven* and *Eight*; *Nine* *Ten* and *Knave*; *Queen* *King* and

and *Ace* ; which last is called a *Tierce Major*, because it is the highest. A *Quart* is a Sequence of four Cards, a *Quint* of five, a of *Sixiesm* six, &c. These Sequences take their Denomination from the *biggest* Card in the Sequence. It is a *Tierce Major*, or a *Tierce* of an *Ace*, when there is *Queen*, *King* and *Ace* ; a *Tierce* of a *King*, when the *King* is the best Card ; a *Tierce* of a *Queen*, when there is neither *King* nor *Ace*, and so till you come to the lowest *Tierce*, which is a *Tierce* of an *Eight*. You must reckon for every *Tierce* three, for a *Quart* four, but for a *Quint* fifteen, for a *Sixiesm* sixteen, and so upward ; now what ever you can make of all, you must add to your *Blank*, and count the whole together.

Here Note, That the biggest *Tierce*, *Quart*, or other Sequence, although there be but one of them, makes all the other less Sequences useless unto him, be they never so many ; and he that has the biggest Sequence, by virtue thereof, reckons all his less Sequences, though his Adversary's Sequences be greater, and otherwise would have drowned them.

Farther observe, That a *Quart* drowns a *Tierce*, and a *Quint* a *Quart*, and so of the rest ; so that he who hath a *Sixiesm*, may reckon his *Tierces*, *Quarts* or *Quints*, though the other may happen to have *Tierce*, *Quart*, &c. of higher Value than the others are, that hath

hath the *Sixiesm*; trace the same Method in all the other like *Sequences*.

After you have manifested your *Sequences*, you come to reckon your three *Aces*, three *Kings*, three *Queens*, three *Knaves*, or three *Tens*; as for *Nines*, *Eights*, *Sevens* and *Sixes*, they have no Place in this Account, for every *Ternary* you count *three*, and they are in value as it is in *Sequences*. *Aces* are the highest and best, *Kings* the next, after these *Queens*, then *Knaves*, and last of all *Tens*. The highest drowns the lower here, as in *Sequences*.

He that has three *Aces*, may reckon three *Queens*, *Knaves* or *Tens*, if he have them, though the other hath three *Kings*; and this is done by reason of his higher *Ternary*. Now he that hath four *Aces*, four *Kings*, four *Queens*, four *Knaves*, or four *Tens*, for each reckons *fourteen*, which is the reason they are called *Quatorxes*.

You must shew your *Point*, *Quint* or *Quart*, before you play, or else the other may reckon his, tho' inferior, upon shewing 'em.

Now they begin to play the *Cards*, the *Elder* begins, and the *Younger* follows in *Suit*, as at *Whisk*, and for every *Ace*, *King*, *Queen*, *Knave* or *Ten*, he reckons one.

A *Card* once play'd, must not be recall'd, unless he have a *Card* of the same *Suit* in his *Hand*. If the *elder Hand* plays an *Ace*, *King*, *Queen*,

Queen or *Ten*, for every such *Card* he is to reckon *one*, which he adds to the number of his *Game* before; and if the other be able to play upon it a *higher Card* of the same *Suit*, he wins the *Trick*, and reckons *one* for his *Card*, as well as the other. Whosoever wins the *last Trick*, reckons *two* for it, if he win it with a *Ten*, but if with any *Card* under, he reckons but *one*; then they tell their *Cards*, and he that hath the most, is to reckon *Ten* for them.

After this, each Person sets up his *Game* with *Counters*, and if the *Set* be not up, *deals* again: Now a *Set* is won after this Manner, Admit that each Party is so forward in his *Game*, that he wants but *four* or *five* to be up, if it so happens, that any of the *two* have a *Blank*, he wins the *Set*, because the *Blanks* are always first reckon'd; but if no *Blanks*, then comes the *Ruff*, next your *Sequences*, then your *Aces*, *Kings*, *Queens*, *Knaves* and *Tens*, next what *Cards* are reckon'd in Play, and last of all, the *Cards* you have won. If any of the *Gamesters* can reckon, either in *Blanks*, *Ruffs*, *Sequences*, *Aces*, &c. up to *thirty* in his own Hand, without playing a *Card*, and before the other can reckon any thing, instead of *thirty* he shall reckon *ninety*, and as many as he reckons after above his *thirty*, adding them to his *ninety*; this is known by the Name of a *Repicy*.

More-

Moreover, He that can make in like manner, what by *Blank*, *Ruff*, *Sequences*, &c. up to the said Number, before the other has play'd a *Card*, or reckon'd any thing, instead of *thirty* he reckons *sixty*, and this is called a *Picy*. Here Note, That if you can remember to call for your *Picy*, or *Repicy*, before you *deal* again, you shall lose neither of them, otherwise you must.

He that wins more than his own *Cards*, reckons *ten*, but he that wins all the *Cards*, reckons *forty*; and this is called a *Capet*.

The Rules belonging to this *Game* are these, If the *Dealer* gives more *Cards* than his due, whether through mistake or otherwise, it lies in the Choice of the *elder Hand*, whether he shall *deal* again or no, or whether it shall be play'd out.

He that forgets to reckon his *Blank*, *Ruff*, *Sequences*, *Aces*, *Kings*, or the like, and has begun to play his *Cards*, cannot recal them; so it is with him that shews not his *Ruff*, before he play his *first Card*, losing absolutely all the Advantage thereof.

He that misreckons any thing, and has play'd one of his *Cards*, and his Adversary finds at the beginning, middle, or end of the *Game*, that he had not what he reckon'd; for his Punishment, he shall be debar'd from reckoning any thing he really has, and his Adversary shall reckon all he has; yet the
other

other shall make all he can in Play. He that takes in more *Cards* than he discards, is liable to the same Penalty.

He that throws up his *Cards*, imagining he hath lost the *Game*, mingling them with other *Cards* on the *Table*, though afterwards he perceive his Mistake; yet he is not allow'd to take up his *Cards*, and play them out.

No Man is permitted to discard *twice* in one *dealing*.

He that has a *Blank*, his *Blank* shall hinder the other *Picy* and *Repicy*, although he hath nothing to shew but his *Blank*.

He that has four *Aces*, *Kings*, *Queens*, &c. dealt him, and after he has discarded one of the *four*, reckons the other *three*, and the other say to him, *it is good*; he is bound to tell the other, if he ask him, what *Ace*, *King*, *Queen*, &c. he wants.

If after the *Cards* are cleanly cut, either of the *Gamesters* know the upper *Card* by the *Backside*; notwithstanding this, the *Cards* must not be *shuffled* again. In like manner, if the *Dealer* perceive the other has cut himself an *Ace*, and would therefore *shuffle* again, this is not permitted; and if a *Card* be found faced, it shall be no Argument to *deal* again, but must *deal* on; but if *two* be found faced, then may he *shuffle* again.

Lastly,

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Lastly, Whosoever is found changing or taking back again any of his *Cards*, he shall lose the *Game*, and be accounted a foul *Player*.

To conclude, with a small but pleasant Addition, 'tis not amiss to insert an Ingenious Song of Mr. D'Ursey's, Famous at Court on this Subject.

Within an * *Arbor of Delight*,
As sweet as *Bowers Elizian*;
Where Famous *Sidney* us'd to write,
I lately had a *Vision*:
Metbought beneath a *Golden State*,
The turns of *Chance* obeying;
Six of the *World's* most noted *Great*,
At *Picquet* were a~~Pl~~aying.

* *Ramf-*
bury
Mannor

The first two were the brave *Eugene*,
With *Vendosme Battel* waging;
The next a *Nymph* that to be *Queen*,
Her *Monseur* was engaging;
The *Fleur de Lis* old *Maintenon*,
With sanctify'd *Carero*;
And next above the scarlet *Don*,
Queen *Ann*, with *Gallick Nero*.

The *Game* between the *Martial Braves*,
Was held in diff'rent *Cases*;
The *French Man* got *Quatorze* of *Knives*,
But *Prince Eugene* four *Aces*:

And

*And tho' the other's eldest Hand,
Gave Hopes to make a Jest on't ;
Yet now the Point who soonest gain'd,
Could only get the best on't.*

*From them I turn'd mine Eyes to see,
The Church-Man and the Lady ;
And found her pleas'd to high Degree,
Her Fortune had been steady :
The Saints that cramm'd the Spanish Purse,
She hop'd would soon oblige her ;
For he had but a little Tierce,
When she produc'd Quint Major.*

*And now between the King and Queen,
An Empire was depending ;
Within whose mighty Games were seen,
The Art of State contending.
The Monsieur had three Kings to win't ;
And was o'er Europe roaming ;
But her full Point, Quatorze and Quint,
Won all and left him foaming.*

CHAP. XI.

Primero, a Spanish Game.

THIS Game was anciently, amongst the graver sort of *Spaniards*, held in very great Esteem, but it continued not long so; for since the late ingenious Invention of the *Spanish Game*, call'd *L'Ombre*, the Reputation it had is quite diminish'd, and the other in extraordinary Request, as having a very divertive Addition, which the ancient *Primero* was defective in.

The main Difference between the two Games, is, That *Primero* is play'd with six Cards, and *L'Ombre* with nine; but as to the Terms or Appellations that they bear, they are much the same, *Spadillo* or the Ace of Spades, being here as there counted the best Card; and two or three may sit down to play as they do at that.

They have, as *L'Ombre* has, *Basto* the Ace of Clubbs, *Punto* for the Ace of Trumps, with *Manillio* the Seven of the red Cards, or Dence of black; also *Matadors* being Sequents of the first three best Cards.

There is also another Variation between the Games, which gives this we are mentioning its Appellation, and that is, as at

E

L'Ombre,

L'Ombre, when any one has a sure *Game*, and plays for the *Volt*, *Spadillo*, *Malillio* or *Kings*, that are as good as *Trumps*, with the aforeſaid *Matadors*, intitle him to win; ſo here, He that has *Cinquo*, *Primero*, which is a *Sequence* of five of the beſt *Cards*, aſſiſted with *Spadillo*, or any other valuable *Trump*, is ſure to be ſucceſſful over his Adverſary.

Games within the Tables.

C H A P. I.

The Famous Game, call'd *VERQUERE,*

CA ME originally, as our moſt famous *Gameſters* will tell you, from *Holland*, and is ſaid to be the only noted *Game*, upon the *Tables*, that they practice and are good at, it being very uſual and common amongſt 'em, to learn it in their *Infancy* or *Childhood*, by that early *Beginning* to become greater *Proficients* at their *Maturity*, and be the

the better able, when they are divertively engag'd, and their Business will allow leisure, to excel and over-reach one another. The Manner of the Game, as they play it there, or as we here in *England*, who have also learn'd to be Proficients at it, is after this Manner :

All the *Table-Men* are plac'd on the *Acce-Point*, where you set the *two* Men at *Back-Gammon*; and as at that Game bring'em round into your own *Tables*, but with different Circumstances, as by further Instructions will appear; for in the first Place, You are not allow'd to make a *Point* in either of your *Tables* next your Adversary, the further *Acce-Point* excepted, for there you may do it as your Ingenuity and Discretion does best direct you; but you may take as many *Points* in your own *Tables* as you think good, to advantage your own Game, and by so doing, to hinder your Adversary from approaching you, or by the luckiness or fortune of his Throws to get the better of it.

In the next Place then; you are to observe, That this Game is commonly play'd *double* and *single*; the *Double* is called *Jobn*, which is a particular Benefit that your Adversary gets upon you, if his Luck in throwing be extraordinary; but in such a Case you can never be *Jobn'd*, except you have more *Men* than you can enter upon *six* Points, that is to

say, *seven Men*, which is *one* more, as is easily observ'd, than your *Points* will bear; and in such a Case you must yield the *Double*, and consequently your *Game* is in danger to be lost.

Note, That tho' you always *Point* as your *Cast* affords you convenience, and to the best Advantage of your *Game*; yet you cannot enter *two Men* upon any *Point*, and in that Particular this famous *Game of Verquere* is singular from others, that, either abroad or here, are known upon the *Tables*.

You play *Doublets*, and at last bear away all your *Men*, as at *Back-Gammon*, and the Art is in managing your Throws to make your *Game* proper; for this, whilst your Adversary by ill throwing or indifferent Management lags behind, is very convenient for you to be skill'd at. Note also, That when you have more *Men* to enter, than you have open *Points* to receive them, you are to let your Adversary throw, which I have seen for a considerable space of Time, until by playing his *Men* forward (contriving as much as possible he can to gain the Preheminence, and put back your *Game*) he makes room for you by a Vacancy; else perhaps the Nature of this Diversion is such, That the *Game* may hold out a Month, or Time out of Mind, there being no Possibility of going on, till you have the Privilege by his opening

ing the Passage for you on the *Tables*, to enter your remaining *Men*.

Note too, That if you hit any of your Adversary's *Men* by a fortunate *Cast* of your *Dice*, and that he has the favourable Fortune presently after, to hit you again ; in such a Case, which indeed is not very common at this *Game*, if there be not room for you to enter in his *Tables*, nor for him to perfect the Advantage of his Throw to enter in yours ; it's the Nature of this *Game*, that you must lose it *double*, you being the first to throw. This and the rest of the Accidents of *Verquere*, are like most of the rest on the *Tables*, presently to be explain'd and understood, by taking an Occasion to see it play'd.

CH A P. II.

Of TICK-TACK.

ALL your *Men* must stand on the *Acce-Point*, and from thence play forward ; but have a Care of being too forward, or so at leastwise, that *Doublets* reach you not.

Secure your *Six* and *Cinque-Point*, whatever you do, and break them not, unless it be when you have the Advantage of going in, which is the greatest Advantage you can

have next to a Hit; for your Adversary's *eleventh* Point standing open, you have it may be the Opportunity of going in with *two* of your Men, and then you win a *double Game*. A *Hit* is but *one*, and that is, when you throw such a *Cast*, that some one of your *Men* will reach your Adversary's unbound; but sometimes though it hits it will not pass, by reason of a stop in the Way, and then it is nothing. Sometimes it is good going over into your Adversary's *Tables*; but it is best for an *After-Game*.

Playing close at Home is the securest way, playing at Length is both rash and unsafe, and be careful of binding your Men when you lie in danger of the Enemy. Moreover, If you see you are in danger of losing a *double Game*, give your Adversary *one*; if you can, it is better doing so, than losing *two*.

Here Note, If you fill up all the *Points* of your second *Table* with your own *Men*, you win *two*, and that you may prevent your Adversary from doing so (if you are in danger thereof) if you can, make a vacant *Point* in his *Tables*, and it is impossible for him to do it.

This is the plain *Game* of *Tick-Tack*, which is so called from *Touch* and *Take*; for if you touch a *Man*, you must play him though to your *Loss*; and if you hit your Adversary, and

and neglect the Advantage, you are taken with a *Why-not*, which is the Loss of *one*: Likewise if you are in, and your *Cast* is such that you may also go into your Adversary's *eleventh* Point, by *two* other *Men*, and you see it not, either by carelesness or eager Prosecution of a *Hit*, which is apparent before your Eyes, you lose *two* irrecoverably. Besides, It is a very great oversight, as your *Men* may stand, not to take a *Point* when you may do it.

Now some play this Game with *Toots*, *Boveries* and *Flyers*: *Toots* is, when you fill up your *Table* at Home, and then there are required *smalls Throws*; for if you get over with a *Sice*, you have no Benefit of *Toots*.

Boveries is, when you have a *Man* in the *eleventh* Point of your own *Tables*, and another in the same *Point* of your Adversary's directly answering.

Flyers is, when you bring a *Man* round the *Tables*, before your Adversary hath got over his *first* Table, to the effecting of which, there is required very high throwing on your Side, and very low throwing on his.

Much more might be said as to the Craft of the Play, which cannot be so well discovered as from Observation, in your own or others playing.

CHAP. III.

*The Noble and Courtly Game at Tables,
call'd Grand-Tricktrack,*

IS, as I am inform'd by the Skilful at these Diversions, and such as have search'd into its Original, a *French* Invention; and most commonly us'd by Persons of the first Quality, it being in repute, second to the hereafter mentioned difficult and Royal Game at *Chefs*.

To lead the Reader then into the Knowledge of this Matter, he must first be inform'd, that the *Table-Men* are to be plac'd on the Side of the *Tables*, exactly as they are at the Game before recited, call'd *Tick-Tack*. Next then it is to be observ'd, That besides the *Table-Men* with which you play, there are *three* other Pieces to be us'd, call'd *Markers*, whether *Halfcrowns*, or *Halfpence*, or any other Coin; the use of which *three* Pieces, or *Markers*, is as follows;

They are to mark the Throws of your *Dice*, on the *Points* of your *Tables*, that are advantageous to you: For Example, If in your *first* *Tables* you make *single* Toots, in *three* Casts or Throws, you mark with *one* Marker *four*.

There

The Game of Grand-Tricktrack. 57

There are *twelve* Holes on the Sides of your *Tables* with *Pegs* in them, for the use of this *Game*: Note then, That *twelve* Marks gain'd on the *Points* of your *Tables*, make *one* Hole, and *twelve* Holes make up the *Game*, if you agree to it, else less or more; if you fill up your *Points*, for every *single* Throw on the *Dice*, you make *four*, and for *Doublets* six, and may hold your *Game* as long as you think convenient, that is, play on without breaking up your own and your Adversary's, if you believe you shall get no Advantage by beginning again.

If you hold with your *double* Men in your *Tables*, before you can make a *Point*, and your Adversary can't fill his *Tables*, you are oblig'd with your Man to pass over into his *Tables*, tho' it be commonly a Disadvantage; but if he throws so well as to fill up, then it alters the Matter, and you cannot pass. Note, That when you have mark'd *twelve* with your *Marker*, which as I said before, makes up *one* Hole, you may go off, break up your *Tables*, and begin again, provided you have the *Dice*, or else you can't.

If in playing this *Game*, you touch a Man rashly, as intending to play it, and think to change it for another; the Severity in this Case, is as severe as at *Tick-Tack*, and you are oblig'd to play it as you before intended.

Note,

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Note, That as to those *Men* that are oblig'd to pass over into the Adversary's *Tables*, if he *hits* them, he *marks* thus,

For every *single* Throw *four*, for *Doublets* *six*; and if at any time by your good Fortune in *throwing*, you can mark over and above *twelve*, you must then mark a *Hole*, or else *two*, if you go *double*, and the Overplus remaining, is called to the *Good*, provided you don't break your *Game*: You can't go off, nor break your *Tables*, by your Adversary's *Throws*. And Note, That if you chance to make more or less than is right, 'tis in his Power to take the Advantage, put you back, or oblige you to *mark* full. This is the Beginning of the *Game*, and what is most considerable in your *first* *Tables*.

Now, as to your Adversary's *second* *Tables*, for every *Man* you *hit* of his with a *single* *Die*, you mark but *two*, and for *Doublets* *four*; tho' in his *first* *Tables*, *four* for each *single* *Die*, and *six* for *Doublets*.

If you chance to *hit* a *Blott* or *two* in your Adversary's *Tables*, and can't pass by reason of his *Men* standing in your Way, and hindring you; it is allowable for him to take the Advantage of *marking* by your Throw in both *Tables*, as before mentioned.

The *Ace-Point* of both *Corners* in the *second* *Tables*, which we take, and very much Advantage our *Game* with at *Tick-Tack*, by making

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king a *double* Game, cannot be divided here, nor fill the *Corners* as at that Game; tho' in lieu of that Convenience, if the *Dice* favour, for each *single* Cast you mark four, and for *Doublets* six.

Then as to that Part of the Game, call'd *Gens des Retour*, or the *Back-Game*, which is the latter Part. Next, Bearing off your *Men* as is us'd at *Back-Gammon*, you play your *Men* as fast as you can into his *Tables*, endeavouring to fill up the *Points*, as at the *Fore-Game*, which being done, you bear off your *Men*; only there is one Distinction between this and *Back-Gammon* (noted before) that as *Doublets*, thrown at the *last* Cast, gives considerable Advantage to the *Gamester* there, 'tis here of no value, nor gives any Addition to the Throw.

Note, That if at any time you break up your *Tables*, and disorder your *Men*, except by gaining *twelve* Points you can mark a *Hole*; 'tis in your Adversary's Power to oblige you to hold your *Game* on still, and to play all the *Table-Men* you have so touch'd and disorder'd, to his own Advantage.

Note also, That we distinguish the *Single* from the *Double*, in this manner, If your Adversary, by his ill Fortune in *throwing*, has no *Points* on his *Tables* mark'd, altho' your *Throw* is *single*, yet still you may mark a *double* Point; but if otherwise he has such
good

60 *The Game of Grand-Tricktrack.*

good Luck by the *Dice*, to have any *Point* to mark, then he comes *double*, which you are to take off again, if you can *bit* him.

These are all the Passages that are considerable in this Courtly and much used *Game of Grand-Tricktrack*, which tho' easily to be comprehended by those who divert themselves with playing often at *Tables*, and especially such who have any insight into the before mentioned *Game of Tick-Tack*, of which this *Game* is observ'd to make a Compleatment, by adding more Parts and Embellishments; yet the most ready way for a young *Gamester*; who is desirous to learn it, is to see *two* that are skilful play at it, and then taking notice of these Instructions, he will presently be let into the Secret.

CHAP. IV.

Of IRISH.

IRISH is an ingenious *Game*, and requires a great deal of Skill to play it well, especially the *After Game*. It is not be learn'd otherwise than by Observation and Practice, however I shall lightly touch hereon.

The *Men*, which are *thirty* in number, are equally divided between you and your Adversary,

versary, and are thus placed, *two* on the *Ace-Point*, and *five* on the *Sice* of your left Hand Table, and *three* on the *Cinque*, and *five* on the *Ace-Point* of your right Hand Table, answer'd on the like *Points* by your Adversary's *Men* with the same number; or thus, *two* of your *Men* on the *Ace-Point*, *five* on the *double Sice*, or *Sicie Cinque-Point*, *three* on the *Cinque-Point* in your own *Tables*, and *five* on the *Sice-Point* at Home, and all these *pointed* alike by your Adversary.

In your Play, have a Care of being too forwards, and be not to rash in *bitting* every *Blot*, but with Discretion and Consideration move slowly but securely; by which means, though your Adversary have fill'd his *Tables*, but withal *Blots*, and you by *bitting* him enter, you may win the *Game*; nay sometimes though he hath born his *Men* all to a very few.

'Tis the Part of a prudent Commander, as he leads out his *Men*, to bring them Home as safe as he may; so must you have a Care of your *Men*, as you are bringing them Home, that they are not pick'd up by the Way.

Have a special Care that your Adversary double not the *Trey*, *Ace-Point* with his *Men*, and so make what convenient haste you can to fill up your own *Tables*, and beware of *blotting*; that done, bear as fast as you can.

For

For an *After-Game* I know not what Instructions to give you, you must here trust to your own Judgment and the Chance of the *Dice*, and if they run low for some time, it will be so much the better.

CHAP V.

Of Back-Gammon.

YOUR *Men* are placed as at *Irish*, and *Back-Gammon* differs but very little from it, but in *Doublets*, which at this *Game* is play'd fourfold; which makes a quicker Dispatch of the *Game* than *Irish*.

Be sure to make good your *Trey*, *Acc-Points*, hit boldly and come away as fast as you can, to which end if your *Dice* run high, you will make the quicker Dispatch.

When you come to *bearing*, have a Care of *making* when you need not, and *Doublets* now will stand you most instead.

If both *bear* together, he that is first off without *Doublets* wins one.

If both *bear*, and one goes off with *Doublets*, he wins two.

If your *Table* be clear; before your *Adversary's Men* be come in, that is a *Back-Gammon*, which

which is *three*; but if you thus go off with *Doubles*, it is *four*.

Falſe Dice are much uſed at *Iriſh* and *Back-Gammon*, for the Benefit of entring; wherefore have a ſpecial Care that you have not *Cinque-Deuces*, and *Quarter-Treys* put upon you; you may quickly perceive it by the running of the *Dice*.

The Perſon that is cunning at play, has great Advantage of a Novice or ignorant Man, which is commonly by *topping* or *knaping*, which by its often practice may be ſuſpected by his Adverſary; then he has reſource to *Dice*, which runs particular Chances for his Purpoſe, which the other being ignorant of, is almoſt an equal Advantage with the former: For Example, He provides *Dice* that run 6, 5, 4, 'tis his Buſineſs to ſecure thoſe Points; ſo that if he happens to ſurprize any of your *Men* coming Home, as 'tis two one but he does, he does without a kind of Miracle win the *Set*.

'Tis poſſible ſometimes they may make uſe of 3, 2, which are the low Chances; but that they ſeldom do for this Reaſon, The high or forward Points being ſupply'd, you muſt enter if at all upon the low Points, which keeps you backwards and gives him Advantage. The Advantage of this Game is to be forward if poſſible upon ſafe Terms, and to point his *Men* at that rate, that it ſhall
not

not be possible for you to pass, though you have entred your *Men*, till he gives you Liberty, having two to one the Advantage of the *Game*.

Games without the Tables.

CHAP. I.

Of Inn and Inn.

INN and Inn is a Game very much used in an Ordinary, and may be play'd by two or three, each having a *Box* in his Hand. It is play'd with four Dice. You may drop what you will, *Sixpence*, *Shillings* or *Guineas*; every *Inn* you drop, and every *Inn and Inn* you sweep all; but if you throw out, if but two play, your Adversary wins all; if three play, that Out is a *Bye* between the two others *Gamesters*, which they may either divide or throw out for it. Here you are to observe, That Out is when you have thrown no *Doublts* on the four Dice: *Inn* is when you

you have thrown *two Doublets* of any sort, as *two Aces, two Deuces, two Kings, &c.* Inn and Inni, is when you throw all *Doublets*, whether all of a sort or otherwise, *viz. four Aces, four Deuces, or four Cinques, or two Aces, two Deuces, two Treys, two Quaters, or two Cinques, two Sixes* and so forth.

Your Battel may be as much and as little as you will, from *twenty Shillings* to *twenty Pounds*, and so onward to a *thousand*; which Battel is not ended till every *Penny* of that Money agreed upon for the Battel be won; and it is but requisite, for it is frequently seen, that in a Battel of *ten Pounds*, a Gentleman has been reduced to *five Shillings*, and yet has won at last the Battel.

For a *Gamester*, that would win without hazzarding much his Money, *Dice* that will run very seldom otherwise but *Sixes, Cinques, Quaters, &c.* are very necessary: If those Instruments are not to be had, a *Taper-Box* will not be amiss, that as the *Dice* are thrown in, may stick by the Way, and so thrown to advantage. I have heard of one, who having spent the major Part of his Patrimony in good Fellowship, and such Pastimes as the Heat of Blood, with vigorous Youth most prosecute; at length consider'd how he should live hereafter, and finding but small Encouragement at Home, and lesser Abroad, thought, if he could contrive a way to win a

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confi-

considerable Sum at play (having been a great Loser himself) that should be the Basis of his future Settlement; after various Consultations within himself, he at length contrived this Stratagem, He caused a *Box* to be made, not as they are usual, screwed within, but smooth, and procured it to be so well painted and shadowed within, that it look'd like a screw'd *Box*; now this *Box* was but half Board wide at top, and narrow at bottom, that the *Dice* as aforesaid might slick, and the *Box* being smooth, would come out without tumbling. With this *Box* he went and play'd at *Inn and Inn*, by virtue whereof, and his Art of raking up and throwing in his *Dice* into the *Box*, he got the *first* Night a *thousand* Pounds, and the next Night *two hundred* a Year, with a Coach and six Horses, which Coach and Horses (being very valuable) he sold; but the Estate he lives on to this Day, with great Improvements, and never would handle a *Dye* since, well knowing how many worthy Families it has ruin'd.

CHAP.

CHAP. II.

Of PASSAGE.

Passage is a Game at Dice, to be play'd at but by two, and it is performed with three Dice. The Caster throws continually, till he has thrown Doublets under ten, and then he is out and loses, or Doublets above ten, and then he passes and wins; high Runners are most requisite for this Game, such as will rarely run any other Chance than four, five or six; by which means, if the Caster throws Doublets, he scarcely can throw out. There is the same Advantage of the smooth Taper-Box aforesaid, in this Game, as at Inn and Inn; with the like Benefit of the Dice, whether by palming, topping, slurring or knapping.

CHAP. III.

Of HAZARD.

Hazard is a proper Name for this Game; for it speedily makes a Man or undoes him; in the twinkling of Eye, either a Man or a Mouse.

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This

This Game is play'd but with *two Dice*, but there may play at it as many as can stand round the largest Table.

There are *two Things* chiefly to be observed, that is, *Main* and *Chance*; the *Chance* is the *Caster's*, and the *Main* their's who are concerned in play with him. There can be no *Main* thrown above *nine*, nor under *five*; so that *five*, *six*, *seven*, *eight* and *nine*, are the only *Mains*, and no more which are flung at *Hazard*; *Chances* and *Nicks* are from *four* to *ten*, thus *four* is a *Chance* to *nine*, *five* to *eight*, *six* to *seven*, *seven* to *six*, *eight* to *five*, and *nine* and *ten* a *Chance* to *five*, *six*, *seven* and *eight*; in short, *four*, *five*, *six*, *seven*, *eight*, *nine* and *ten*, are *Chances* to any *Main*; if any of these *Nick* it not: Now *Nicks* are either when the *Chance* is the same with the *Main*, as *five* and *five*, *six* and *six*, *seven* and *seven*, and so on; or *six* and *twelve*, *seven* and *eleven*, *eight* and *twelve*: Where Note, That *twelve* is out to *nine*, *seven* and *nine*; and *eleven* is out to *nine*, *eight*, *six* and *five*; *Ames-Ace*, and *Deuce-Ace*, are out to all *Mains* whatever.

That I may the better illustrate this Game, it will not be amiss to give one Example for your better Information, *Seven's* the *Main*, the *Caster* throws *five*, and that's his *Chance*, and so has *five* to *seven*; if the *Caster* throw his own *Chance*, he wins all the Money was
set

set him ; but if he throw *seven*, which was the *Main*, he must pay as much Money as is on the Board : If again, *seven* be the *Main*, and the *Caster* throws *eleven*, that is a *Nick*, and sweeps away all the Money on the Table ; but if he throw a *Chance*, he must wait which will come first : Lastly, If *seven* be the *Main*, and the *Caster* throws *Ames-Ace*, *Deuce-Ace*, or *twelve*, he is out ; but if he throw from *four* to *ten*, he has a *Chance*, tho' they are accounted the worst *Chances* on the *Dice*, as *seven* is reputed the best and easiest *Main* to be flung ; thus it is in *eight* or *six*, if either of them be the *Main*, and the *Caster's* throw either *four*, *five*, *seven*, *nine* or *ten*, this is his *Chance*, which if he throw first, he wins, otherwise he loses ; if he throw *twelve* to *eight*, or *six* to the same Cast with the *Main*, he wins ; but if *Ames-Ace* or *Deuce-Ace*, to all he loses ; or if *twelve* when the *Main*, is either *five* or *nine*. Here Note, That nothing *Nicks five* but *five*, nor nothing *nine* but *nine*.

Four and *five* to *seven*, is judged to have the worst on't, because *four* (called by the Tribe of *Nickers* little *Dick Fisher*) and *five* have but *two Chances*, *Trey-Ace* and *two Deuces*, or *Trey-Deuce* and *Quarter-Ace*, whereas *seven* hath *three Chances*, *Cinque-Deuce*, *Six-Ace*, and *Quater-Trey* ; in like Condition is *nine* and *ten*, having but *two Chances*, *Six-Trey*,
Cinque

Cinque and Quater, or Six-Quater and two Cinques.

Now *six* and *eight* one would think, should admit of no difference in Advantage with *seven*; but if you will rightly consider the Case, and be so vain to make trial thereof, you will find a great Advantage in *seven* over *six* and *eight*. How can that be you will say, has not *six*, *seven* and *eight*, *eight* equal Chances? For Example, in *six*, *Quater-Deuce*, *Cinque-Ace* and *Two-Treys*; in *eight*, *Six-Deuce*, *Cinque-Trey* and *Two-Quaters*, and has not *seven* three as the same? It is confest, but pray consider the Disadvantage in the *Doubles*, *Two-Treys* and *Two-Quaters*, and you will find that *Six-Deuce* is sooner thrown than *Two-Quaters*, and so consequently *Cinque-Ace* or *Quater-Deuce* sooner than *Two-Treys*. I saw an old Rook once take up a young Fellow in a Tavern, upon this very Score: The Bargain was made that the Rook should have *seven* always, and the young Gentleman *six*, and throw continually; agreed, to play they went, the Rook got the first Day *ten Pounds*, the next Day the like Sum; and so for six Days together, winning in all *threescore Pounds*; notwithstanding the Gentleman I am confident had square Dice, and threw them always himself. And farther, to confirm what I alledg'd before, not only this Rook, but many more have

have told me, that they desir'd no greater Advantage than to have *seven* always, and the *Caster* to have *six*. Here Note, it is the Opinion of most, that at the first throw the *Caster* hath the worst on't.

Certainly *Hazard* is the most bewitching Game that is play'd on the *Dice*; for when a Man begins to play, he knows not when to leave off; and having once accustom'd himself to play at *Hazard*, he hardly ever after minds any thing else: I have seen an old Man about the Age of *Seventy* play at an Ordinary, when his own Eyes were so defective, that he was forced to help them with a pair of Spectacles; and having an Opportunity one Day to speak to him, How a Man of his Years could be so vain and boyish to mind Play still, insisting withal upon the folly of that Action to hazard his Money, when he had not sight enough remaining to discern whether he had won or lost: Besides Sir, said I, you cannot but hear how you are derided every time you come to the Ordinary; one says; here comes he that cannot rest quiet, but will cry without the rattle of the *Dice*; another cries, certainly such a One plays by the Ear, for he cannot see to play. Let them talk what they will, said the Gentleman, I cannot help it, I have been for above *forty* Years so us'd to play, that should I leave it off now, I were as good

stop those Issues about me, which have been instrumental in the Preservation of my Life to this length of Time.

To conclude, Happy is he that having been much inclined to this time-spending-money-wasting *Game*, hath took up in Time, and resolved for the future never to be concerned with it more; but more happy is he that has never heard the Name thereof.

CHAP. IV.

Of a Game at Chers.

C*hers* is a Royal *Game*, and more difficult to be understood than any other *Game* whatever, and will take up sometimes in the playing so long a time, that I have known *two* play a Fortnight at times before the *Game* has been ended: And indeed I believe the tediousness of the *Game*, has caus'd the Practice thereof to be so little us'd; however, since this Pastime is so highly ingenious, that there is none can parallel, I shall here lay down some brief Instructions tending to the Knowledge thereof.

The first and highest is a *King*, the next in height is a *Queen*, the cloven Heads are *Bishops*; they who have Heads cut asslant
like

like a Feather in a Helmet are called *Knights*, the last are called *Rooks*, with a round button'd Cap on his Head, and these signifie the Country and Peasantry, the *Pawns* are all alike, and each Nobleman hath one of them to wait upon him.

The *Chess-Men* standing on the Board, you must place the *white King*, in the *fourth House*, being *black* from the Corner of the Field in the first and lower *Rank*, and the *black King* in the *white House*, being the *fourth* on the other side, in your Adversary's first *Rank*, opposite to the *white King*; then place the *white Queen* next to the *white King*, in a *white House*, which is the *fourth* on that side of the Field; likewise the *black Queen* in a *black House*, next to a *black King* in a same *Rank*.

Then place on the other side of the *King*, in the same *Rank*, first a *Bishop*, because he being a Man of Counsel, is placed before the *Knight*, who is a Man of Action or Execution; the *Knight* after the *Bishop*, and after the *Knights* place the *Rook* (who is a Peasant or Countryman) in the last Place or Corner of the Field: Place also on the *Queen's Side*, and next to her a *Bishop*, next a *Knight*, and then a *Rook*; the *Pawns* take up the last Place, one of which you must place before each Nobleman as Attendants; so that these Great or Noblemen fill up the
first

first Rank, and the *Pawns* the *second*, from one Corner of the Field to the other; and as many great *Men* and *Pawns* as belong to the *King*, so many hath the *Queen*, viz. three great *Men* and four *Pawns* apiece, that is, one *Bishop*, one *Knight*, and one *Rook* with their *Pawns*.

Having thus plac'd and order'd your *Men*, you must in the next Place consider their *March*, how they advance and take Guard and Check.

The *Pawns* do commonly begin first the Onset, and their *March* is forward in their own *File*, one *House* at once only and never backward; for the *Pawns* alone never retreat, the Manner of his taking *Men* is Sideways in the next *House* forward of the next *File* to him on either Side, where when he has captivated his Enemy, and placed himself in his Seat, he proceeds and removes forward one *House* at once in that *File*, until he find an Opportunity to take again.

The *Pawn* guards a *Piece* of his Side, which stands in that Place, where if it were one of the contrary Party, he might take it. In like-manner the *Pawn* checks the *King*, viz. as he takes not as he goes with *Check*, if the adverse *King* cannot shun, either by taking up the *Pawn* himself (if the *Pawn* be unguarded, or occasion his taking by some of his *Pieces*, he must of necessity remove himself out
of

of the *Pawn's Check*) or if it lie not in his Power, it is *Pawn-Mate*, and so the Game is ended, and lost by him whose *King* is so *Mate*.

The *Rook* goes backward and forward in any *File* and *Cross-ways*, to and fro in any *Rank* as far as he will; so that there stands no *Piece* between him and the Place he would go to. Thus he doth guard his own and check the *King* also, which *check*, if the *King* can neither cover by the Interposition of some *Piece* of his, between the *checking Rook* and himself, nor take the *Rook*, nor be the Cause of his taking; he must remove himself out of that *Check*, or it is *Mate*, and the Game is up.

The *Knight* skips forward, backward, and on either Side from the Place he stands in, to the next save one of a different Colour, with a sideling *March* or *Asloap*; thus he kills his Enemies, guards his Friends, and checks the *King* of the adverse Party, which because (like the *Pawn's check*) it cannot be covered, the *King* must either remove or cause the *Knight* to be taken (for he himself cannot take the *Knight* that checks him) or it's *Mate*, and the Game is up.

The *Bishop* walks always in the same Colour of the Field that he is first placed in, forward and backward, asloap, every way as far as he lists; provided that the Way be clear

clear between him and the Place he intends to go to: Thus he rebukes the Adversary, guards his Consorts, and *checks* the adverse *King*, which not being avoidable as aforesaid, is *Mate* to him, and the *Game* is ended.

The *Queen's Walk* is more universal; for she goes Draughts of all the aforesaid *Pieces* (the *Knights* only excepted, for her March is from one Colour to the other *Asloap*) so far as she listeth, not finding the way obstructed by any *Piece*: And thus she disturbs her Adversaries, protects her Subjects, and *Mates* the *King*, unless (as aforesaid) he removes, covers, takes, or causes her to be taken, otherwise it is his *Mate*, and the *Game* is concluded.

The *King's Draught* is from his own to the next to him any way, that either is empty of his own Subjects, or where he may surprise any unguarded Enemy, or where he may stand free from the *Check* of any of the adverse Party. Thus he confounds his Foes, defends his Friends, but *checks* not the *King* his Enemy, who never *check* one another; for there must ever be one *House* or Place at least between the *two Kings*, tho' unpossess'd of any other *Piece*; and if one *King* be compell'd to flie for Refuge to the *King* of the adverse Party, then it is *Mate* or a *Stale*, and so he that gives the *first* wins the *Game*. Let this suffice for the various Draughts and several

veral Walks of the *Chess-Men*; but this is not all, I shall give you some other Instructions, as brief as I may, and refer the rest to your own Observation.

Kings and *Queens* have *seven* apiece to attend them. The *King* whether *white* or *black* guards *five* Persons before he goes forth, and being once advanced into the Field, though it be but into the *second* House, he then and afterwards in his March guards *eight* Houses, till he come again to one Side or other of the Field.

The *Five* the *King* guards before his March, are the *Queen*, the *Bishop*, his *own*, his *Queen's*, and his *Bishop's Pawn*.

The *Queen* protects her *King* and *Bishop*, her *King's*, her *Bishop's*, and her own *Pawn*. Thus the *Queen* guards as many as the *King* before she goes forth, and after till the Game be won or lost.

The *King's Bishop* guards the *King's Pawn*, and his *Knight's*; the *Queen's Bishop* guards the *Queen's Pawn*, and her *Knights* guard but *three* Houses apiece, before they go forth; but after they are marched off from the Side of the Field, they guard as many Houses as the *King* and *Queen* do. Those Houses which the *Knights* guard e'er they go out, are the *King's*. The *Knights* guard the *King's Pawn*, and the third House in the Front of the *King's Bishop's Pawn*,

Pawn, and the *third House* in the *Front* of the *King's Rook's Pawn*.

The *Queen's Knight* guards her *Pawn*, and the *third House* in the *Front* of her *Bishop's Pawn*, also the *third House* in the *Front* of her *Rook's Pawn*. The *King's Rook* guards his own *Pawn*, and the *King's Knight's*, and no more till he be off of the *Side* of the *Field*, and then he guards *four Houses*, and the same does the *Queen's Rook*. The *Pawns* likewise guard these *Places*, before they be advanced into the *Field*, viz. The *King's Pawn* guards the *third House* before the *Queen*, and the *third* before the *King's Bishop*; the *Queen's Pawn* guards the *third House* before the *King*, and the *third* before her *Bishop*. The *King's Bishop's Pawn* guards the *third House* before *King*, and the *third* before the *King's Knight*. The *Queen's Bishop's Pawn* guards the *third House* before the *Queen*, and the *third* before the *Queen's Knight*. The *King's Knight's Pawn* guards the *third House* before the *King's Bishop*, and the *third* before the *King's Rook*. The *Queen's Knight's Pawn* guards the *third House* before the *Queen's Bishop*, and the *third* before the *Queen's Rook*. The *King's Rook's Pawn*, and the *Queen's Rook's Pawns*, guard but one *House* apiece, that is to say, the *third House* before the *Knight*, because they stand on the *Side* of the *Field*.

Next

Next consider the Value of the great *Men*. The *King* exposes not himself to danger upon every Occasion; but the *Queen* is under him as General, and does more Service than any *two* great *Men* besides; and when it happens that she is lost, her *King* most certainly loses the Field, unless the Adversary knows not how to make use of so great an Advantage: Wherefore if a *King* lose *two* or *three* of his best *Men*, in taking the Opponent's *Queen*, yet he has the best of it, if he can but manage his *Game* rightly.

Next to the *Queen* in Value, is the *Rook*, and is as much in worth above the *Bishop* and *Knight*, as the *Queen* is above him; so that a *Rook* is more worth than *two* *Bishops*, or *two* *Knights*, because he can give a *Mate* by the Help of the *King*, which no other *Piece* can do, unless play'd with excellent Skill.

Bishops are accounted better than *Knights*, because they can give a *Mate* with a *King*, when no other *Men* are left to help them, with more ease than the *Knights* can; for they seldom or never do it: Yet it is more dangerous to lose a *Knight* than a *Bishop*, because the *Knight's Check* is more dangerous than the *Bishop's*; for the *Bishop* is tyed to one Colour of the Field, out of which he cannot pass; but the *Knight* passes through all the *Houses* of the Field: The *Bishop's Check* may be covered, the *Knight's* cannot; besides,
if

if it fall out that one of the *Kings* hath no other *Men* left but his *Bishops*, and the other *King* none but his *Knights*, the *Knights* with their *Checks* can take the *Bishops*, one after another, because the *Bishops* cannot guard each other, which the *Knights* can do ; so that at the beginning of the *Game*, it is better to lose *Bishops* for the Adversary's *Knights*, than the contrary.

The Difference of the worth of *Pawns*, is not so great as that of *Noblemen*, because there is not such variety in their Walks, only thus much, the *King's Bishop's Pawn* is the best in the Field among the *Pawns*, and therefore the *Gamester* ought to be very careful of him ; for if it should happen that the *black King* lose his *Bishop's Pawn*, to gain the *white King's Pawn*, the *black King's Loss* is the greater, because he cannot after this Accident make a Rank of *Pawns* of three of a Rank on that Side of the Field, for his own Security, which is a great Disadvantage ; so that it is better for either of the *Kings* to lose his own *Pawn* than his *Bishop's*.

But if you should object, That the *King* which loses his *Bishop's Pawn*, may relieve himself on the other Side of the Field, turning to his *Queen's Rook's Quarter*, where he shall have *Pawns* to succour him ; I answer, 'tis true, he may do so, but he will be a longer Time in effecting his Business, because there

there are more *Pieces* between him and his *Queen's Rooks* by one *Draught*, than between his own *Rook* and himself; so that in playing that *Draught*, he indangers the whole *Game*, if his Adversary know how to make use of Advantages. The *King's Pawn* is next in worth, which often-times keeps the *King* from *Check* by Discovery; then the *Queen's Pawn* is next, and after that the *Knight's*, and last of all the *Rook's Pawns*, because they guard but one *House* apiece in the *Field*.

The *King* and the *Pawn* have certain Privileges granted them, which none of the other *Chess-Men* have: As for Instance, The *King* whose Remove (as hath been already mentioned) is from the Place of his standing at any time, to one next *House* in *File* or *Rank* of any Side (that is, only that step at once) yet if at any time his *Rank* be empty of his *Men*, so that no one stands between the *King* and the *Rook* of either Corner, the *King* may then shift or change with what *Rook* he pleases, between whom and himself the Way stands clear from other *Men*, and that for his better Security; provided, That neither the *King* nor the *Rook* he intends to change with, has not as yet been removed from the Place of their first standing. Now the Manner of the *King's* shifting or changing with a *Rook*, is thus,

The *Rank* cleared as aforesaid, and neither *King* nor *Rook* having yet stirred, he may go *two Draughts* at once to his own *Rook*, and so towards his *Queen's Rook*, causing the *Rook* he changes with, to change his Place, and come and stand by him on the other Side; that is, his own *Rook* in the *Bishop's Place*, and the *Queen's Rook* in the *Queen's Place*, and either of these Changes but for one *Draught*. This is the *King's* first Prerogative.

The *second* is, That whereas any Man may be taken by any Adversary, if he be brought so near as to come within the Compass, the *King* cannot; but he is only to be saluted by his Adversary with the word *Check*, advising him thereby to look about him the more warily, and provide for his own Safety: Now if that Adversary do this unguarded so near the *King*, he may step thither by his true *Draught*, and the *King* may slay him with his own Hand, if he judge it convenient.

As for the *Pawn*, the first Privilege he has, is, That whereas his Walk is but to the next *House* forward in his own *File* at once, when he marches, and to the next *House* Side-long forward of the next *File* of either Side, when he takes; I say, his Privilege is, That he may remove to the *second* *House* forward, which is the *fourth* *Rank* in his own *File* for his

his *first* Draught, and ever after but one forward at once.

The *second* Privilege is greater, and that is, When any *Pawn* is come so far as to the *first* Rank of the Adversary, and seats himself in any of his *Noble Houses*, he is dignified for this Fact, with the Name and Power of a *Queen*, and so becomes Chief of his own *King's* Forces, if the *first* *Queen* were slain before; and if the *first* *Queen* be yet standing in the Field, the *Pawn* coming to the *Rank* aforesaid in any House whatsoever, may there make what *Piece* you please, which you have already lost.

Some are of Opinion, that *Chess* as well as *Draughts*, may be play'd by a certain Rule; indeed I am partly inclin'd to believe it, notwithstanding that most are of a contrary Opinion.

The *first* Remove is an Advantage, and therefore you must draw for, who shall have the *first* Draught; which may be done with a *black* and *white* Man distributed into either Hand, and offer'd the Opponent which he will chuse; if he chuse his own *Man*, the *first* Draught is his; but when a *Game* is ended, and a *Mate* given, he is to have the *first* Draught next *Game*, who gave the former *Mate*.

The *first* Remove is diverse, according to the Judgment of the *Gamester*; as some will

first remove their King's Knight's Pawn one *single* Remove, that is, to the *third* House in his own File; others play the King's Rook's Pawn first, a *double* Draught; but the best way is to play the King's Pawn first, a *double* Remove, that so if they are not prevented by their Adversary's playing the like, they may still remove that Pawn forward with good Guard; for he will prove very injurious to the adverse King.

This Pawn I shall advise you to remove *first*, but not so venturously as a *double* remove; because, if you cannot guard him cunningly, then are you like to lose him with a *Check* to your King, by the Queen's coming forth upon him, to the great Hazard of your King's Rook; therefore play your King's Rook one *single* Remove that there may be way made for the coming forth of the Queen one way *two* Houses aloop, and to your King's Bishop the other way *three* Houses aloop, and so upon the Neglect of your Adversary, he may be put to a Scholar's *Check*, at least in danger of it: Here Note, It is ill to play the Bishop's Pawn first, and worse to play the Queen's.

He that would be an Artift in this noble Game, must be so careful to *second* his Pieces, that if any Man advanced be taken, the Enemy may be likewise taken by that Piece that guards or seconds it; so shall he not clearly

clearly lose any Man, which should it fall out contrarily, might lose the *Game*: He must also make his Passages free for Retreat, as Occasion shall serve, lest he be worsted.

In defending, you must also be very careful, that you are as able to assault as your Enemy; for you must not only answer your Adversary's Assault, by foreseeing his Design by his Play, and preventing it, but you must likewise devise Plots, how to pester and grieve your Assailant, and chiefly how to entrap such *Pieces* as are advanced by him, preventing their Retreat; amongst which a *Pawn* is the soonest ensnared, because he cannot go back for Succour or Relief; but *Bishops* and *Rooks* are harder to be surpriz'd, because they can march from one Side of the Field to the other, to avoid the ensuing Danger; but the *Knights* and *Queens* of all are with most Difficulty betray'd, because they have so many Places of Refuge, and the *Queen* more especially: Where Note, as a great Piece of Policy, that if possible you constantly have as many Guards upon any one *Piece* of yours, as you see your Enemy has when he advances to take it, and be sure withal, that your Guards be of less Value than the *Pieces* he encountreth you with; for then if he fall to taking, you will reap Advantage thereby; but if you see you cannot Guard yours, but must of Necessity lose

it, then be very Circumspect, and see whether you can take a far better *Piece* of his, in Case he takes yours, by advancing some other *Piece* of yours in Guard; for so, as it often falls out, that yours which you had given over for lost may be saved, whereas no other way could have done it.

When an adverse *Piece* comes in your Way, so that by it all may be taken, consider with your self, first, whether it be equal in worth to yours, next, whether it can do you any Damage in the next *Draught*, if so, let it alone; for as it is best to play *first*, so it is to take *last*; unless as was said, you might take the *Piece* clear, or get a better than that you lose to take it, or at least disorder him one *Pawn* in his taking your Man that took his; but when you have the Advantage, be it but of one good *Piece* for a worse, or of a *Pawn* clear, then it is your best way to take *Man* for *Man*, as often as you can; besides, You are to note, That whatsoever *Piece* your Adversary plays most, or best withal, be sure, if it lie in your Power, to deprive him thereof, though it be done with loss of the like, or of one somewhat better, as a *Bishop* for a *Knight*; for by this Means you may frustrate your Adversary's Design, and become as cunning as himself.

Now

Now the chief Aim at *Chess*, is to give the *Mate*, which is when you so *Check* the *King* of the adverse Party, that he can neither take the *checking Piece* (because it is guarded) nor cover the *Check*, nor yet remove out of it.

Your Care ought to be in the Interim, how to deprive him of some of the best *Pieces*, as his *Queen* or *Rook*; and the way to entrap a *Queen* is twofold, First, By confining her to her *King*, so that she may not remove from him, for leaving him in *Check* of an adverse Piece; Secondly, By bringing her to, or espying her in such a Place, as a *Knight* of yours may *check* her *King*, and the next *Draught* take her: In the same Manner you may serve a *Bishop*, if the adverse *Queen* covers her sloap-wise; but if she stand not in such a Posture, she may be brought to it; entice her thither with some unguarded *Man*, which she out of Eagerness of taking for nothing, may indiscreetly bring her self into Trouble.

But if you intend to catch the *Queen* with a *Knight*, imagine that the adverse *King* stands in his own Place unremoved, and that the *Queen* has brought her self to stand in that Place, where the *King's Rook's Pawn* stood; First, She standing in this Posture, bring if you can one of your *Knight's* to *check* her *King*, in the *third House* before his own

Bishop; and if there be no *Man* ready to take up your *Knight* immediately, he will take up the *Queen* at the next Draught.

The *Rooks* are also to be surpriz'd two Ways; First, By playing your *Bishop* into your *Knight's Pawn's* first Place of standing, which *Bishop* shall march aloop towards the adverse *Rook* of the opposite Corner, which if you can make uncovered of the *Knight's Pawn*, your *Bishop* will then undoubtedly take clear for nothing; the other Way is like that of surprizing the *Queen*, with a *Bishop* or a *Knight*; where you must take Notice, That your Adversary's *Queen's Rook*, is so much the easier to be taken with your *Queen's Knight*, that that *Knight* at his third Draught may check the *King*, and take the same *Rook* at his fourth Draught. There are several other ways to take a *Rook*, which Practice must inform you.

There is an ingenious Way of taking a great *Man* for a *Pawn*; when you espy two great *Men* of your Adversary's standing in one and the same Rank, and but one House between them, then prepare a Guard (if you have it not ready to your Hand) for a *Pawn*, which bring up to the Rank to them, in the Middle or Front of both of them, and without doubt, if he save the one, your *Pawn* will take the other; this Way of taking is called a *Fork* or *Dilemma*.

The

The neatest and most prejudicial *Trick*, you can put upon your Adversary at *Chess*, is a *Check* by *Discovery*, which may be thus effected: Observe when you find your Adversary's *King* any way weakly guarded, or perhaps not at all, that is, easie to be *checked*; then before you bring that *Piece* that can *check* him, there to provide some other *Man* in that *Course* that *checks* him not; afterwards bring that *Piece* of yours which will *check* him (your brought *Piece* being away) and then with all possible Speed remove away for that former *Piece*, where it may most annoy him, saying withal, *Check by Discovery of your last brought a Piece*; which he being compelled to cover or remove, you may do him a greater Prejudice with that *Piece* you removed from between the *Check* at the next *Draught*, thus demonstrated:

Suppose you play with the *white Men*, he removes first his *King's Pawn* a double *Draught* forward, you answer him with the like Play; he then plays out his *King's Knight* in Front of his *King's Bishop's Pawn*, you do the like with yours: That *Knight* of his, takes your *King's Pawn*, and your *Knight* takes his likewise; he advances the *Queen's Pawn*, and removes to chase away or to take your *Knight*; you play up your *white Queen* one remove before your *King*, to frighten his *Knight* also; he thinks it better to save his
Knight

Knight from your *Queen*, than take yours with his *Queen's Pawn*, and therefore conveys him away into a more secure Place; you play your *King's Knight* in Front of his *Queen's Bishop's Pawn*, and there withal say, *Check by Discovery of your Queen*; now let him cover this *Check* by *Discovery* as well as he can, your *Knight* at the next *Draught* will assuredly take his *Queen*. There are several other Ways to make a *Discovery*, and a *Mate* given with it, which is the noblest *Mate* of all.

A *Queen*, if lost, indangers much the *Game*; but if there be *Pawns* left on either Side, there is Possibility of making a new *Queen*, and so by Consequence the Renovation of the *Game*, which *Ten to One* was lost before. There are several Ways to *mate* this *Queen*, and Estate her in as great Power as the Former; for Brevity sake, Two *Pawns* in *Files* next one to the other, and play'd first one Forward, and the other Backward close together, is a good way to make a new *Queen*, especially if any one of them be guarded underneath with a *Rook*; for so they will force their Way before them, nor can any of them be taken without great Difficulty and Danger.

As to short *Mates*, take these Observations, Having both plac'd your *Men*, and your's the first *Draught*; suppose you advance

vance your *King's Pawn* forward one *single* Remove, your Adversary plays his *King's Pawn* forward, a *double* Remove in his own *File*; you at your *second* Draught come out with your *Queen* upon that *Pawn*, placing her in the *House* forward of your *King's Rook's File*; your Enemy, to guard his *King's Pawn*, plays forth his *Queen's Knight* into the *third* House of the *Queen's Bishop's File*, you (hoping that he will not spy the Attempt) bring, for your *third* Draught, your *King's Bishop*, which you place in the *fourth* House of your *Queen's Bishop's File*, he not perceiving your Intention, judging all secure, makes for your *Queen* with his *King's Knight*, playing it in the Front of his *King's Bishop's Pawn*, either to chase her away or take her; you immediately upon this, take up that *Bishop's Pawn* with your *Queen*, and for your *fourth* Draught give him a *Mate*, which is called a *Scholar's Mate*, because any but young Beginners may prevent it.

You may also give a *Mate* at *two* Draughts, if you encounter with a *raw* Gamester, playing after this Manner; First, He removes his *King's Bishop's Pawn* a *single* Draught (which is ill Play at first) you your *King's Pawn* a *single* Remove, he his *King's Knight's Pawn* advanced a *double* Remove for his *second* Draught, you bringing out your *Queen* in-

to the *fifth* House of your *King's Rook's File*, give him a *Mate* at your *second Draught*.

There is another call'd a *Blind-Mate*, and that is when your Adversary gives you a *Check*, that you cannot avoid by any means, and is indeed a *Mate absolute*; but he, not seeing it to be a *Mate*, says only to you *Check*, and it is therefore called a *Blind-Mate*; this should be both *Loſs of Game* and *Stake*, if you before agree not to the contrary.

A *Stale* may be termed a *Mate* and no *Mate*, an end of the *Play*, but no end of the *Game*, because it properly should be ended with a *Check Mate*. The *Stale* is thus, When his *King* hath the worst of the *Game*, and is brought to such a *Strait*, that he hath but one *Place* to fly unto, and the pursuing *King* is so unadvised as to bar him of that *Place*, or stop it without *checking* him, the distressed *King* being no way able to remove but in *Check*, and having no other *Piece* of his own that he can play, then it is a *Stale*, and a lost *Game* to him that gives it: Therefore he that follows the flying *King*, gives him *Check*, as long as he has any *Place* to fly to; but when he has none left, to avoid his *Check*, let him then say *Check-Mate*, and both *Game* and *Stake* are won.

Lastly, There is another Term used in *Chess-Playing*, and that is called a *Dead-Game*, which makes (if I may speak improperly) an
endless

endless End of the Game, both Gamesters saving their *Stakes*: And thus it is, When the Assailant falls to take all that comes near, carelessly giving *Man* for *Man*, that it happens that either *King* hath but one *Man* apiece left him, the Assailant following his eager pursuit, takes his Adversary's *Man*, not minding that his *King* can take his also; so that the *Kings* losing all their *Men*, and they being unable to come so near as to grapple, the Game is ended, but the *Stakes* on both Sides are saved.

I shall conclude this Game with the Laws of *Chesse*, which are these following.

1. What *Piece* soever of your own you touch, or lift from the *Point* whereon it standeth, you must play it for that *Draught* if you can; and into what *House* you set your *Man*, there it must stand, according to the Saying at this Game, *Touch and take, out of Hand and stand*.

2. If you take up your Adversary's *Man*, and after think best to let it stand untaken, before you set your *Piece* in Place thereof, you must cry him Mercy or lose the Game.

3. If your Adversary play a false *Draught*, and you see it not till you play your next *Draught*, 'twill then be too late to challenge him for it.

4. If you play a false *Draught* through Mistake, and your Adversary take no Notice
for

for his Advantage, and plays his next Draught, you cannot recal it.

5. If you misplace your *Men*, and so play a while, and then discover it, it lies in your Adversary's Power to continue or begin the *Game*.

6. *Pawns* may be play'd a double Remove forward for their *first* Draught, but no *Pawn* has that Privilege without Permission, on whose next *File* on either Side, a *Pawn* of your Adversary's is already advanced, as far as your *fourth* Rank.

7. The standing of the *King* ought to be certain in his shifting, and not as you please to place him, as some *Men* do.

8. If your *King* stand in the *Check* of any adverse *Piece*, and you have play'd one Draught or more, without avoiding the *Check*, your Adversary may say *Check*, to whom he listeth, and for your Draught then make you avoid that *Check* you stood in, though it may be to your great Peril.

9. If any one Condition by Wager, that he will give *Mate* or win the *Game*, and the Adversary brings it to a *Dead-Game*, though he save the *first* Stake, he loses the Wager.

10. He that gives over the *Game* before it is finished, without the Consent of his Adversary, loses his *Stake*.

Many more Observations might be here inserted, for the understanding of this noble *Game*,

Game, which I am forced to wave to avoid
Prolixity.

Of BILLIARDS.

THE gentle, cleanly and ingenious
Game at Billiards, had its first original
in *Italy*; and for the Excellency of the
Recreation is much approved of, and play'd
by most Nations in *Europe*, especially in *Eng-
land*, there being few Towns of Note there-
in, which hath not a Publick *Billiard-Table*;
neither are they wanting in many Noble and
private Families in the Country, for the Re-
creation of the Mind and Exercise of the Body.

The Form of a *Billiard-Table* is oblong,
that is, something longer than it is broad;
it is rail'd round, which Rail or Ledge ought
to be a little swell'd or stuff'd with fine Flax
or Cotton; the Superficies of the *Table* must
be covered with Green-Cloth, the Finer
and more freed from Knots the better it is;
the *Board* must be levell'd as exactly as may
be, so that a *Ball* may run true upon any
Part of the *Table*, without leaning to any
Side thereof; but what by reason of ill-sea-
son'd Boards, which are subject to warp, or
the Floor on which it stands being uneven,
or in time by the Weight of the *Table*, and
the *Gamesters* yielding and giving way, there
are very few *Billiard-Tables* which are found
true;

true ; and therefore such which are exactly levell'd, are highly valuable by a good Player ; for at a false *Table*, it is impossible for him to show the Excellency of his Art and Skill, whereby Bunglers many times, by knowing the Windings and Trick of the *Table*, have shamefully beat a very good *Gamer*, who at a true *Table* would have given him three in five.

But to proceed in the Description thereof, At the four Corners of the *Table*, there are Holes, and at each Side exactly in the middle one, which are called *Hazards*, and have hanging at the bottoms Nets to receive the *Balls*, and keep them from falling to the Ground when they are *hazarded*. I have seen at some *Tables*, wooden Boxes for the *Hazards*, six of them as aforesaid ; but they are nothing near so commendable as the Former, because a *Ball* struck hard, is more apt to flie out of them when struck in.

There is to the *Table* belonging an *Ivory-Port*, which stands at one end of the *Table*, and an *Ivory-King* at the other, two small *Ivory-Balls* and two *Sticks* : Where Note, If your *Balls* are not compleatly round, you can never expect good Proof in your Play : Your *Sticks* ought to be heavy, made of *Brafile*, *Lignum vitæ*, or some other weighty Wood, which at the broad End must be tip'd with *Ivory* ; where Note, if the Heads hap-
pen

pen to be loose, you will never strike a smart Stroke; you will easily perceive that defect, by the hollow Deadness of your Stroke, and faint running of your *Ball*.

The *Game* is *five* by Day-Light, or *seven* if odds be given, and *three* by Candle-Light, or more according to odds, in Houses that make a Livelyhood thereof; but in Gentlemen's Houses there is no such Restriction; for the *Game* may justly admit of as many as the *Gamesters* please to make.

For the *Lead*, you are to stand on the one Side of the *Table*, opposite to the *King*, with your *Ball* laid near the *Cushion*, and your Adversary on the other in like Posture; and he that with his *Stick*, makes his *Ball* come nearest the *King*, leads first.

The *Leader* must have a Care, that at the first Stroke, his *Ball* touch not the end of the *Table*, leading from the *King* to the *Pore*; but after the *first* Stroke, he need not fear to do it; and let him so lead, that he may either be in a Possibility of Passing the next Stroke, or so cunningly lie, that he may be in a very fair Probability of *hazarding* his Adversary's *Ball*, that very Stroke he play'd after him.

The *first* Contest is, who shall pass *first*, and in that strife there are frequent Opportunities of *hazarding* one another; and it is very pleasant to observe, what Policies are used in hindering one another from the Pass,

as by turning the *Port* with a strong clever Stroke; for if you turn it with your *Strick*, it must be set right again; but indeed more properly, he that doth it so should lose *one*; sometimes it is done (when you see it is impossible to *pass*) by laying your *Ball* in the *Port*, or before your Adversary's, and then all he can do, is to *pass* after you; if he has *pass'd*, and you dare not Adventure to *pass* after him, for fear he should in the Interim touch the *King*, and so win the *End*, you must wait upon him, and watch all Opportunities to *hazard* him, or *King* him; that is, when his *Ball* lies in such Manner, that when you strike, his *Ball* may hit down the *King*, and then you win *one*.

Here Note, That if you should *King* him, and your *Ball* fly over the *Table*, or else run into a *Hazard*, that then you lose *one* notwithstanding.

The *Player* ought to have a curious Eye, and very good Judgment, when he either intends to *King* his Adversary's *Ball*, or *Hazard* it, in taking or quartering out just so much of the *Ball* as will accomplish either; which Observation must be noted in *passing* on your Adversary's *Ball*, or Corner of the *Port*. Some I have observ'd, so skilful at this Recreation, that if they have had less than a fifth Part of a *Ball*, they would rarely miss *King* or *Hazard*.

As this is a cleanly Pastime, so there are Laws or Orders made against Lolling, slovenly Players, that by their Forfeitures, they may be reduced to Regularity and Decency; wherefore be careful you lay not your Hand on the *Table* when you strike, or let your Sleeve drag upon it, if you do, it is a Loss; if you smoak, and let the Ashes of your Pipe fall on the *Table*, whereby oftentimes the Cloth is burned, it is a Forfeiture; but that should not so much deter you from it, as the Hindrance Piping is to your Play.

When you strike a long Stroke, hold your Stick neatly between your two *Fore-Fingers* and your *Thumb*, then strike smartly, and by aiming rightly, you may, when you please, either fetch back your Adversary's *Ball* when he lies fair for a *Pass*, or many times, when he lies behind the *King*, and you at the other End of the *Table*, you may *King* him backward:

If you lie close, you may use the small End of your Stick, or the Flat of the big End, raising up one End over your Shoulder, which you shall think more convenient for your Purpose.

Have a Care of Raking, for if it be not a Forfeiture, it is a Fault hardly excusable; but if you touch your *Ball* twice, it is a Loss.

Beware when you jobb your *Ball* through the *Port*, with the End of your Stick, that you throw it not down, if you do, it is a Loss;

Loss; but do it so handsomely, that at one Stroke, without turning the *Port* with your Stick, you effect your Purpose; it is good Play to turn the *Port* with your *Ball*, and so hinder your Adversary from passing; neither is it amiss, if you can, to make your Adversary a Fornicator, that is, having past your self a little way, and the other's *Ball* being hardly through the *Port*, you put him back again, and it may be quite out of *Passe*.

It argues Policy to lay a long *Hazard* sometimes for your *Antagonist*, whereby he is often entrapped for rashly adventuring at that distance, which lies very near it, he frequently runs in himself, by reason of that great Distance.

There is great Art in lying abscond, that is to lie at bo-peep with your Adversary, either subtilly to gain a *Passe* or *Hazard*.

Here Note, If your Adversary has not pass'd, and lies up by the *King*, you may endeavour to *pass* again, which if you do, and touch the *King*, it is *two*; but if thrown down you lose: Some, instead of a *King*, use a *String* and a *Bell*, and then you need not fear to have the End, if you can *pass*; this is in my Judgment bungling Play, there being not that curious Art of finely touching at a great Distance a *King*, that stands very ticklishly.

For your better Understanding of the
Game,

Of Billiards.

101

Game, read the ensuing Orders. But there is no better way than Practice to make you perfect therein.

ORDERS to be observ'd by such who will play at Billiards.

1. IF the Leader touch the End of the *Table* with his *Ball*, at the *first* Stroke, he loses one.

2. If the Follower intend to hit his Adversary's *Ball*, or *pass* at one Stroke, he must *string* his *Ball*, that is, lay it even with the *King*, or he loses one.

3. He that passes through the *Port*, has the Advantage of touching the *King*, which is one if not thrown down.

4. He that passes twice, his Adversary having not pass'd at all, and touches the *King* without throwing him down, wins *two* Ends.

5. He that passes not, has no other Advantage than the *Hazards*.

6. He that is a *Fornicator*, that is, has pass'd through the Back of the *Port*, he must pass *twice* through the Forepart, or he cannot have the Advantage of passing that End.

7. He that hits down the *Port* or *King*, or hazards his own *Ball*, or strikes either *Ball* over the *Table*, loses one.

8. He that hazards his Adversary's *Ball*, or makes it hit down the *King*, winneth the End.

9. If *four* Play, *two* against *two*, he that mistakes

takes his Stroke, loses *one* to that Side he is of.

10. He that after both *Balls* play'd, removes the *Port* without Consent, or strikes his *Ball* *twice* together, or that his Adversary's *Ball*, touch his *Stick*, Hand, Cloths, or plays his Adversary's *Ball*, loses *one*.

11. He that sets not one Foot upon the Ground, when he strikes his *Ball*, shall lose an End, or if he lays his Hand or Sleeve on the Cloth.

12. A Stander by, though he bets, shall not instruct, direct or speak in the *Game*, without Consent, or being first ask'd; if after he is advertised hereof, he offend in this Nature, for every Fault he shall instantly forfeit *Twopence*, for the Good of the Company, or not be suffer'd to stay in the Room.

13. He that plays a *Ball*, while the other runs, or takes up a *Ball* before it lie still, loses an End.

14. He that removes the *Port* with his *Stick*, when he strikes his *Ball*, and thereby prevents his Adversary's *Ball* from passing, loses an End.

15. All Controversies are to be decided by the Standers by, upon asking Judgment. Here Note, That whosoever breaks the *King*, forfeits a *Shilling*, for the *Port* ten *Shillings*, and each *Stick* five *Shillings*.

16. *Five* Ends make a *Game* by Day-Light, and *Three* by Candle-Light.

The

The ORDERS in Verse, as I found them
fram'd for a very ancient Billiard-Table.

1. **T**HE leading Ball the upper End may not hit;
For if it does, it loses one by it.
2. The Follower with the King lie even shall,
If he does pass or hit the other's Ball;
Or else lose one: The like if either lay,
Their Arm or Hand on Board when they do play.
3. That Man wins one, who with the other's Ball,
So strikes the King, that he doth make him fall.
4. If striking at a Hazard, both run in,
The Ball struck at, thereby an End shall win.
5. He loses one that down the Port does fling;
The like does he that jostles down the King.
6. He that in play the adverse Ball shall touch,
With Stick, Hand or Cloaths, forfeits just as much.
7. And he that twice has pass'd, shall touch the King,
The other not pass'd at all, shall two Ends win.
8. If both the Balls over the Table flie,
The Striker's of them loses one thereby.
And if but one upon the Board attend,
The Striker still the loser of the End.
9. One Foot upon the Ground must still be set,
Or one End's lost, if you do that forget:
And if you twice shall touch a Ball e're he
Hath struck between, an End for him is free.
10. If any Stander by shall chance to be,
And will instruct, he then must pay the Set.
The Port or King being set, who moves the same,
With Hand or Stick, shall lose that End or Game.
11. He that can touch being pass'd, or strike the other
Into the Hazard is allowed another.
12. If any Stander by shall stop a Ball,
The Game being lost thereby, he pays for all.
13. If any Pass be stricken back again,
His Pass before shall be accounted vain.
14. He that breaks any thing with Violence,
King, Port or Stick, it is to make good th' Offence.
15. If

16. If any not the Game doth fully know,
 May ask another whether it be so.
 Remember also when the Game you win,
 To set it up for fear of wrangling.
17. He that doth make his Ball the King light hit,
 And holes th' other, Scores two Ends for it.

There are several other Orders which only concern the House, which I omit, as impertinent to the Rules of playing at Billiards.

Since Recreation is a thing lawful in it self, if not abused, I cannot but commend this as the most gentle and innocent of any I know, if rightly us'd; there being none of those Cheats to be play'd at this, as at several other Games. There is nothing here to be us'd but pure Art; and therefore I shall only caution you, when you go to play, that you suffer not your self to be over-macht, and do not, when you meet with a better Gamester than your self, condemn the Table, and do not swear as one did playing at *Nine-Pins*, this *L. N.* hath put false *Pins* upon me.

To conclude, I believe this Pastime is not so much us'd of late as formerly, by reason of those spunging Caterpillars which swarm where any *Billiard Tables* are set up, who make that single Room their Shop, Kitchen and Bed-Chamber; their Shop, for this is the Place where they wait for ignorant Cullies to be their Customers; their Kitchen, for from hence comes the major Part of their Provision, Drinking and Smoaking being their common Sustenance; and when they can persuade no more Persons to play at the *Table*, they make it their Dormitory, and sleep under it; the Floor is their Feather-Bed, the Legs of the *Table* their Bed-Posts, and the *Table* the *Tetter*; they Dream of nothing but *Hazards*, being never out of them, of *passing* and *re-passing*, which may be fitly apply'd to their lewd Lives, which makes them continually pass from one Prison to another till their Lives are ended; and there is an End of the Game.